SHADOWRUN 7211

Trinity

FASA CORPORATION

CARL SARGENT & MARK GASCOIGNE

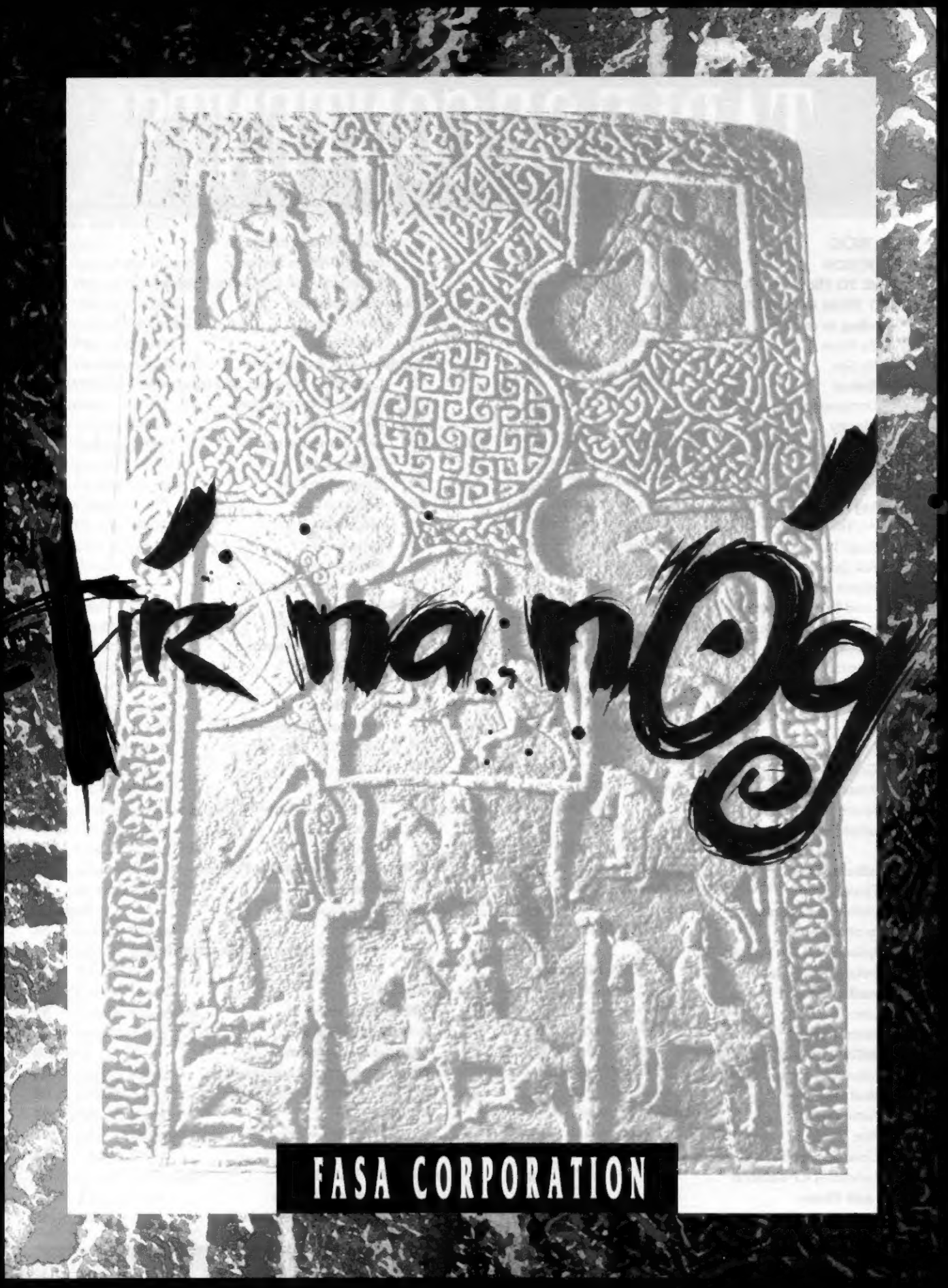
Tír na nÓg
FASA CORPORATION

TABLE OF CONTENTS

TÍR NA NÓG
INTRODUCTION 7
WELCOME TO TÍR NA NÓG 9
FACTS AT YOUR FINGERTIPS 13
Traveling to the Tír 13
By Plane 13
By Sea 13
On Arrival 13
Documents 13
Money 16
Information/Media 16
Time 16
Measurements 16
Getting Around 17
Air Travel 17
Road Travel 17
Rail Travel 18
Water Travel 18
Law and Law Enforcement 19
Illegal and Addictive Substances 19
Emergencies 20
Medical Assistance 20
What Does It Cost? 21
The Tír Matrix 22
Festivals 23
Rose of Tralee Fèill 23
Galway Oyster Fèill 24
Yeats Summer School 24
Sports 24
Important Tír Names 25
HISTORY 27
Transformations 28
Elven Wave 28
Birth of a Republic 29
Years of Scandal 31
Ireland and the Vatican 32
Ireland and Britain 32
Impeachment and Coup 33
Liam Vanishes 34
Recent Events 34
GOVERNMENT, LAW, AND POWER 37
Local Government 38
Political Parties 38
Fianna Fáil 39
Fine Gael 39
Ulster United Protestant Party 39
Labour/SDLP Alliance 39
Law and Order 39
Central Crime Registry 40
Social Benefit Registry 40
Interior Affairs Registry 40
Environmental Regulation Registry 40
Law Enforcement 40
Reach Fuileach 41
Tír Military 41
Crimes and Punishment 42
Controlled Weapons and Equipment 43
Terrorist Organizations 43
Immigration Law 43
Environmental Law 44
Cultural Law 44
Emigration Law 45
Religious Law 45
Moral Law 45
Racial Law 46
Hazard Law 47
Courts and Judgments 47
Hidden Power 48
Danaan Families 48
Council of Stewards 48
Cùirt Danaan 49
Seelie Court 49
Other Factions 50
Protestant Paramilitaries 50
Republican Brigades 50
Catholic Church 50
Druids 52
Hermetic Groups and Shamans 52
Unseelie Court 53
Policlubs 53
Relations with Foreign Powers 53
Britain 53
The Vatican 54
France 54
United Canadian and American States 54
Tír Tairngire 54
ECONOMY 57
The Big Picture 57
Danaan Control 58
Major Corporations 58
Foreign Corporations 58
Tír-Owned Corporations 59
Crime 62
Terrorist Groups 62
Street Gangs 63
WAYS AND PATHS 65
The Danaan Mythos 65
Meaning in the Myth 65

Understanding Ways and Paths 70
Mystic Ways 70
Aspects of the Ways and Paths 71
Walking the Paths 73
Sacred and Ritual Art 73
Path Followers 74
Raising a Magical Child 74
Paths and Orders 75
Rank 75
Path of the Warrior 75
Path of the Steward 76
Path of the Bard 77
Path of the Druid 79
Path of the Rígh 81
Gamemaster Note 81
TÍR PROVINCES 83
Leinster 83
County Carlow 83
County Dublin 84
County Kildare 84
County Kilkenny 84
County Laois 84
County Offaly 84
County Wexford 84
County Wicklow 84
Notable Sites 85
Munster 86
County Clare 87
County Cork 87
County Kerry 87
County Limerick 87
County Tipperary 87
County Waterford 87
Notable Sites 88
Connaught 90
County Galway 90
County Leitrim 90
County Mayo 90
County Roscommon 90
County Sligo 91
Notable Sites 91
Meath 93
County Cavan 93
County Longford 93
County Louth 93
County Meath 93
County Monaghan 94
Notable Sites 94
Ulster 95
County Antrim 96
County Armagh 96
County Derry 96
County Donegal 96
County Down 97
County Fermanagh 97
County Tyrone 97
Notable Sites 97
National Parklands 99
Connemara National Park 99
Glenariff Forest Park 99
Glenveagh National Park 99
John F. Kennedy Memorial Park 100
Lough Key Forest Park 100
Tollymore/Castlewellan Forest Parks 100
Tír Magical Phenomena 100
Cairn Lines 100
Doineann Draoidheil 101
Slighe Roads 101
DUBLIN 103
Vital Statistics 105
Local Government 105
Dublin Districts 105
Neighbourhoods 106
Getting Around 107
Car 107
Public Transportation 108
Visitor Information 108
Weather 109
Accommodations 109
Entertainment 110
Museums 110
Theatres 111
Art 111
Sport 111
Festivals 112
Dublin Media 113
Broadcasting 113
Local Newspapers 113
Pubs and Clubs 113
Opening Hours 114
Useful Addresses 114
Restaurants 116
Useful Addresses 116
Shopping 118
Bookshops 118
Computers/Electronics 118
Department Stores 118
Groceries/Convenience Stores 118
Open Air Markets 118
Useful Addresses 118
BELFAST 121
Vital Statistics 122
Government 122
Ulster Revolutionary Force 124
New Ulster Revolutionary Movement 124
Other Terrorist Organizations 124
Geography and Demographics 125
Neighbourhoods 125
Getting Around Belfast 127
Bus and Tram 127
Car 127
Rail 127
Taxis 127

Visitor Information 127
Weather 128
Accommodations 128
Entertainment 128
Media 129
Useful Addresses 130
Restaurants and Bars 130
Night Clubs 130
Other 130
GAME INFORMATION 133
PATH MAGIC 134
Creating Follower Characters 134
Essence and Cyberware 134
Path Core 134
Skillwires 135
Karma Gains 135
Magicians and Adepts 135
Metamagic 135
Bonus Dice and Penalties 135
Path of the Warrior 135
Path of the Steward 136
Path of the Bard 137
Path of the Druid 138
Path of the Rígh 138
ADDITIONAL MAGIC RULES 141
Enchanting 141
Bonding Foci 141
Ogam Stones 142
Gathering Enchanting Materials 142
Other Enchanting Rules 142
Magical Beings 143
Elementals 143
Nature Spirits 143
Allies 143
Free Spirits 143
Magical Phenomena 144
The Veil 144
Cairn Lines 144
Doineann Draoidheil 145
The Wild Hunt 145
DRUIDS 147
Special Rules 148
Totems 148
ARMS AND EQUIPMENT 151
General Rules 151
Costs and Availability 152
Morph-Seeking Weapons 152
Special Armor 152
Non-Offensive Items 152
Cyberware 152
Cyberdecks and Programs 153
Tír Matrix 153
Government Systems 153
Software Simulations Systems 153
PARANIMALS 156
Awakened Creatures 156
STREET SLANG 161
Foreign Slang 161
Native Slang 162
Other Linguistic Oddities 163
Elliptical Thinking 163

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WELCOME TO...

SHADOWLAND

"I have taken all knowledge to be my province."
— Francis Bacon, 1592

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Corporate Shadowfiles (Corp dirt ! Dig In!)	OK
Shadowtech Compilation (Weird Science 101)	OK
Tir na nÓg (You've Got It!)	OK
Real Life Compilation (Real Cool!)	OK
Germany (En Route!)	NOT AVAILABLE
Tir Tairngire (Those Wacky Elves . . .)	OK

Tír na nÓg

Introduction	OK
Facts At Your Fingertips	OK
History	OK
Govenment, Law, and Power	OK
Economy	OK
Ways and Paths	OK
Tir Provinces	OK
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Belfast	OK

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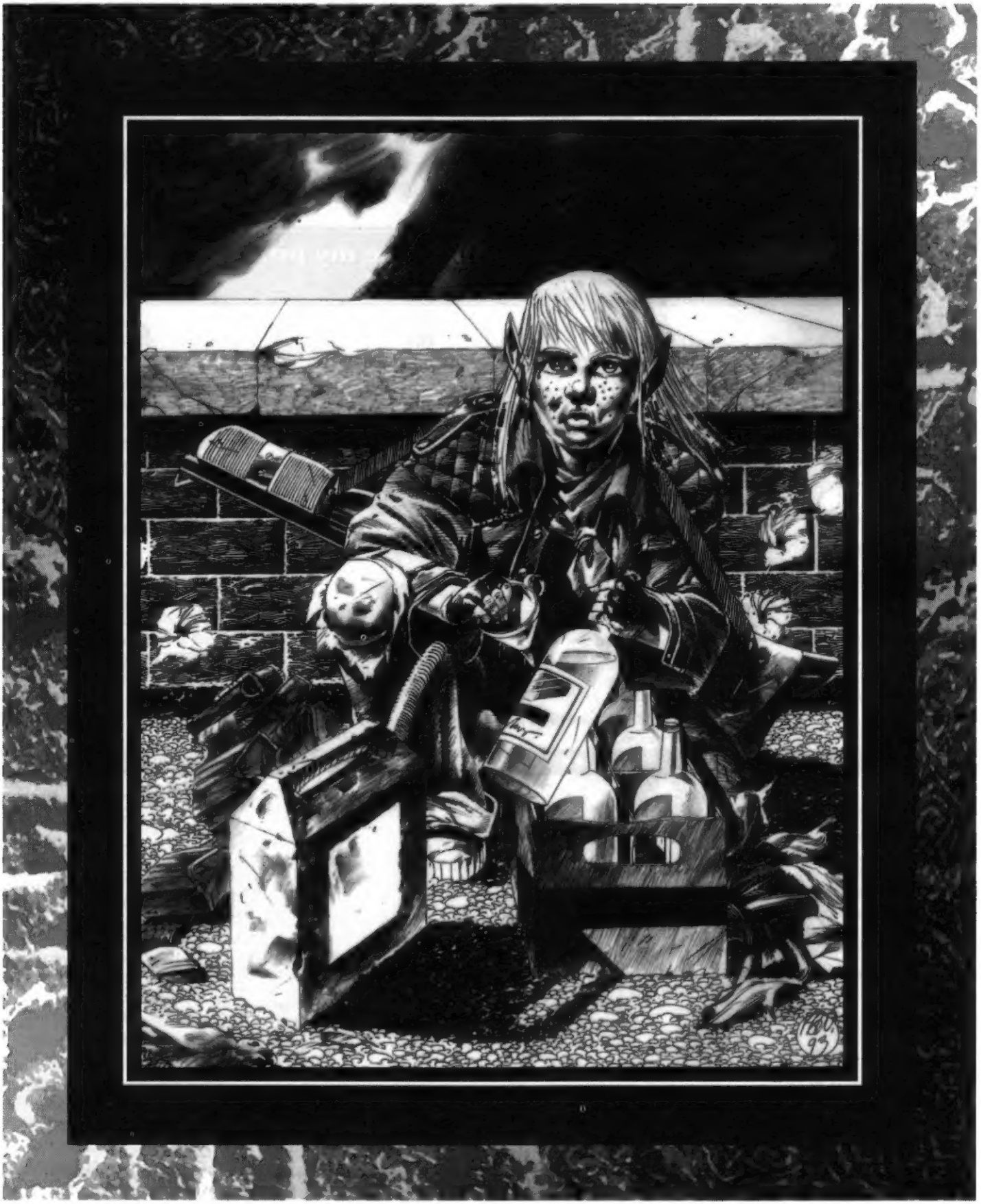


INTRODUCTION

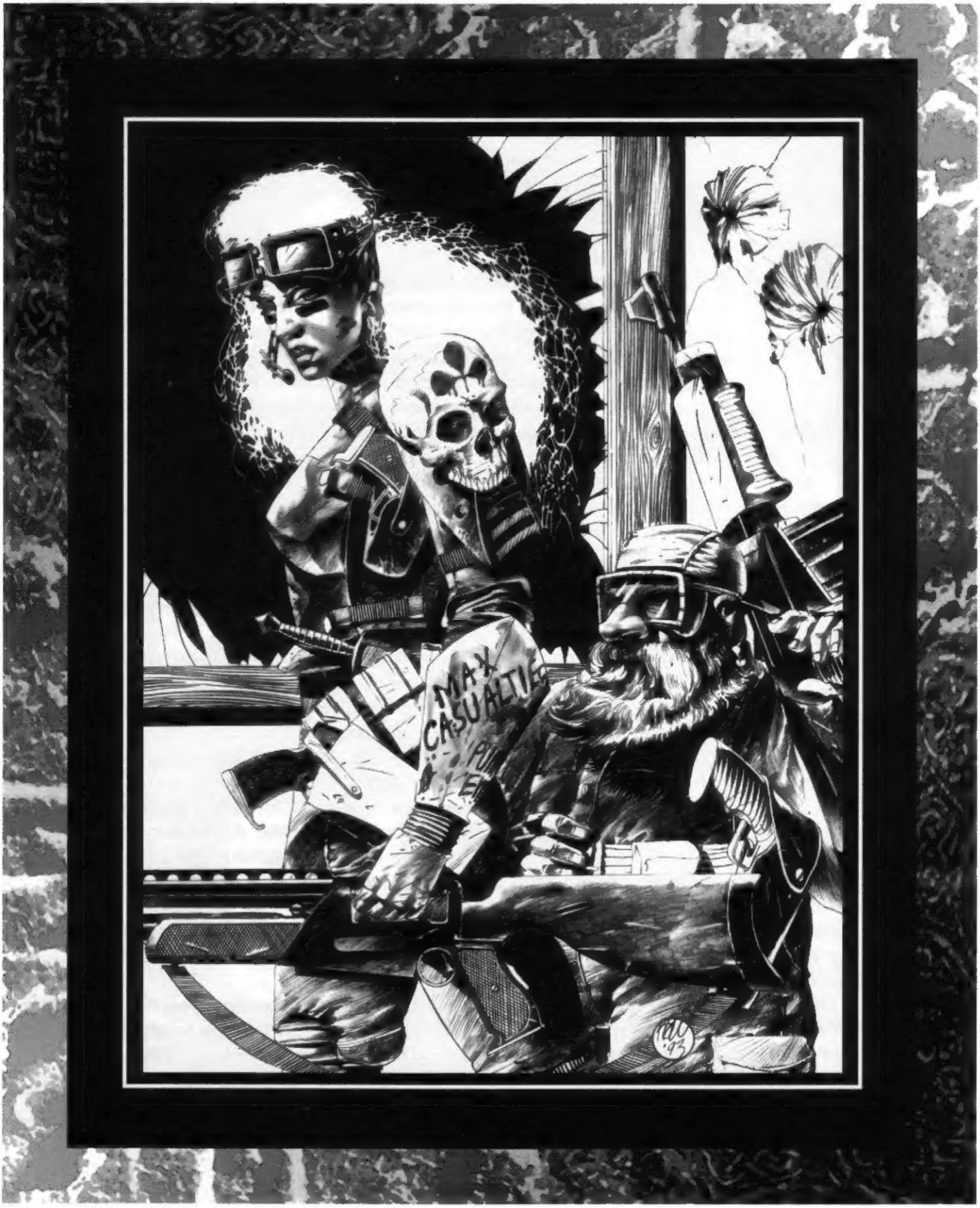
Tír na nÓg is a sourcebook for the **Shadowrun** game system. A comprehensive guide to life in the supremely transformed Tír (formerly known as Eire, or Ireland), it contains detailed information on the country's history, culture, laws, politics, economics, crime, major cities, and marvels. This sourcebook also includes maps of Tír na nÓg's provinces and counties, the cities of Dublin and Belfast, and the Tír's magical power lines. A new section, **Ways and Paths**, contains an in-depth explanation of a powerful occult tradition specific to Tír na nÓg. Because this magical system can potentially destabilize a **Shadowrun** game unless handled with care, gamemasters should read that section carefully before utilizing those rules. The **Gamemaster's Section** contains game information necessary to use this sourcebook's contents in a **Shadowrun** adventure, as well as supplemental information on Tír na nÓg's druids, paranormal animals, acquiring weapons and equipment, and so on. A short section at the end of the book covers Tír slang, including differences between Tír and North American slang terms.

Like **Shadowrun** sourcebooks, **Tír na nÓg** is formatted as an electronic document from that fictional world. Scattered throughout the document are comments and additions from readers who seek to correct, expand, corroborate, or contradict the information it presents. Because this "black" information comes from characters within the game universe, players or characters cannot safely assume that these comments are always, accurate.

As with the **Shadowrun** sourcebook **Tir Tairngire**, the core information given about Tír na nÓg comes mainly from a single, biased source. And like the reader-posted "shadowtalk," even this information should not be accepted without question. This biased point of view gives gamemasters greater scope to decide what of the information presented is accurate, misleading, or false in their own game.

Tír na nÓg also contains potentially controversial material. However, the book is not meant as serious commentary on the problems facing the real nation of Ireland. No offense is intended by anything expressed in this sourcebook.

Though no other sourcebooks are needed to use **Tír na nÓg**, gamemasters may find the **Grimoire** or the **Grimoire, Second Edition**, **Tir Tairngire**, and the **London Sourcebook** useful. These books all provide extra information on topics in this sourcebook. **Tír na nÓg** works with both the original and the second-edition **Shadowrun** rules.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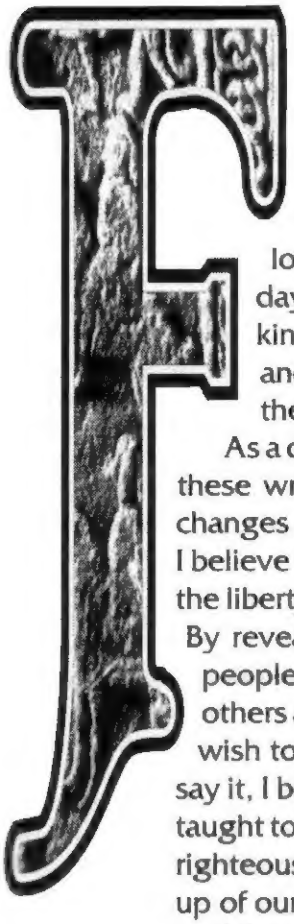
WELCOME TO TÍR NA NÓG



Fewer than four million souls inhabit Tír na nÓg, called Ireland, Eire, and the Emerald Isle. Despite its small size, the Tír looms large in importance, for the transformations of the Awakening have affected no land more than Tír na nÓg. Those who wonder where the Sixth World may lead us should look to the Tír for insight. Also, though few of us bide at home in these latter days, many millions now living claim the heritage of the Tír in their blood. Our kin thrive in the American nations, Australia, New Zealand, Azania, Britain, and many other lands where Irish people emigrated to escape oppression at the hands of the Normans, the British, and the landowners of earlier centuries.

As a dissident son of Clan O'Connor of Meath, the heartland of Tír na nÓg, I offer these writings on the ways, places, and people of my homeland. Some of the changes in the Tír since the Awakening seem to me both sinister and dangerous. I believe that the conspiracies of the Danaan Families who rule my homeland deny the liberty that belongs to all people, be they elves, dwarfs, orks, trolls, or humans. By revealing what they would keep hidden and reaching out to all the varied peoples of the globe, I hope to encourage contact between my countrymen and others and end the obsessive secrecy that can only do harm to all free souls. I also wish to expose the beliefs of my people for all to see; though it saddens me to say it, I believe that the way in which I and other elves of the Tír's ruling class were taught to view our place in the world is slowly turning from a source of strength and righteousness into a doctrine that justifies oppression. Only by a thorough shaking-up of our complacency can we hope to stop the creeping rot before it is too late.

Like those in Tir Tairngire, we people of Tír na nÓg call our land the Tír. Because our land is far older and stranger than theirs, we claim primacy in this usage. The Awakening brought immense transformation to the Tír, both the land and its

people. Places of great beauty abound in the Tír, and its fruits come from the least polluted fields, meadows, and forests in all of Europe, indeed in most of the world. The unparalleled number of elven children born during the time of UGE (Unexplained Genetic Expression) helped create a society whose ways of thinking have transformed old Ireland into a new land, in ways both obvious and subtle. We have a rich and ancient history; Irish scholars and missionaries brought knowledge and culture to many European cities and provinces at a time when the British had returned to painting themselves with woad in the wake of the Romans' departure. Corresponding to that wealth of history, the changes in the Tír have deep roots. The North American nation of Tír Taimgire is but a shadow-country full of *arrivistes* by comparison.

For those who wish to know more of the author whose work they are reading, I am of the Shidhe of Tara. My family taught me that we elves are a people with a historic and fateful purpose, born to greatness. As a child, I met and lived among others of my own high birth, barely aware that anyone else existed. Only when I strayed outside the confines of my appointed teachings, meeting and speaking with men, orks, and other races, did my eyes open to the narrowness and ignorance of my upbringing. Confused about the true place of my people and my land in this world, my curiosity will not allow me to follow the Path set for me. And so I offer this examination of my home, and freely admit how much I have yet to learn of it. I ask others to add their viewpoints to my work, especially including those whose views differ from mine. My writings about our common home present no small risk to myself; among those drawn to comment on my writings on the *teachdaireachd dubhar*, the secret bulletin board, is a member of the Tír Republican Corps charged with protecting the Tír from its enemies. That noble assemblage placed a bounty on my head, hoping to silence me. But to those who choose to listen, I will speak of the Tír that I love and sometimes fear for.

One final note for the reader: language in the Tír is a difficult business. Though English remains the everyday tongue of most people, the Tír contains more than its fair share of linguistic oddities. *Eireann-sperethiel*, the formal, courtly language of elves, is a specialized tongue rarely employed outside of ceremonial and political occasions. Various dialects and forms of Gaelic, including a bastardized Gaelic-Sperethiel form, crop up haphazardly across the Tír, especially in the south and west. Additionally, Tír natives often lapse into peculiarly subtle and torturous slang. Because I intended my work for Europeans, Americans, and other readers who use English as a first language, I have tried to Anglicize most language in these files. I see no point in making information inaccessible by ladling around Gaelic terms which may mean different things from one dialect to another. Proper names, however, are given as they would be spoken in the Tír.

Readers of this work will, I hope, learn much about the Tír.

—Niall O'Connor of Meath

>>>>>[Niall's a doley little fella, I suppose, but his unfortunate upbringing keeps him from understanding the truth as it affects those of us on the streets. The Seelie Court don't want people to realize that there *are* friggin' streets. Lovely place, the Tír, right? Green fields, virgin meadows, rolling forests, *real* cows that don't have steroids whacked into them day and night. Why, they actually see daylight in real fields! Lovely place, Dublin, right? Steeped in culture, pubs hundreds of years old where tourists can have a pint and wait for old Jimmy Joyce himself to walk in at any moment. And the Genealogy Bureau just round the corner'll help you trace your ancestors back to some bunch of cattle thieves in Connaught so far back in history it makes you blow-ins go all gooey-eyed just thinking about it.

Well, forget the charming picture. Those of us who live in the Tír and happen to hanker after reading what we want, listening to what we want, and saying what we feel, know what this place is *really* like. Until you've had the police smashing your door down at four in the morning looking for subversive literature and holding you without access to a lawyer for three days, you don't know what liberty means.]<<<<<

—Sinéad F (20:15:22/11-NOV-53)

>>>>>[Unfortunately, many of the changes in Tír society have upset and confused persons ill-adapted to positive social developments. Naturally, those of us of a caring disposition understand the need for taking a sympathetic approach to such maladjusted individuals. At the same time, we cannot abrogate our duty to protect such great social advances as our comprehensive medical services and the many social benefits all Tír citizens can count upon. It is ironic that some people take such advantages for granted and voice illogical dissatisfaction with their lot. The sagacious among us are patient with such people, but nevertheless remain vigilant in defense of our beloved homeland against those who decry the land of their birth.]<<<<<

—Clan Fear-Tèarmainn (20:19:32/11-NOV-53)

>>>>>[Hey, Niall, I think we found your spy from the TRC. All those formal, long-winded sentences— benefit of a good education, I suppose. His last name means "protector," but the element of Fear makes for a nice irony in English. Bastard.]<<<<<

—Tommy Mac (01:11:52/12-NOV-53)

>>>>>[A whole crowd of qurriers and craw thumpers in here try to trash what Niall has done from every unbalanced viewpoint you

can imagine. Hot Prods, the TRC slyboy, prats who go for the "I'm-more-Gaelic-than-you-are" line, and countless others. Point is, no one's ever had something to vent their spleen on like this before. Niall's done his best, and he's given insights into things the Seelie Court don't want anyone else to know. So make yourself a big pot of synkaf, or the real thing if you've got it. Better yet, try to find some Jameson's Irish whiskey; but you can settle for bourbon if you must. Then *read*.]<<<<<

—Analyzer (05:23:23/12-NOV-53

>>>>>[Oh, and Niall spent an awful great lot of time giving the lowdown on the pointy-ears and their magic and world view and all that shite. Well, a few of us figured this little document needed a bit of balance after all that noise, so we dropped in a guided tour of Belfast and Dublin street life. We also tossed in a few bytes on slang and the weird way we speak and all, so's you don't get too scalded. We messed around with what Niall intended, but it adds some light and shade. Enjoy.]<<<<<

—The Pogue Mahone Collective (06:00:13/17-NOV-53)

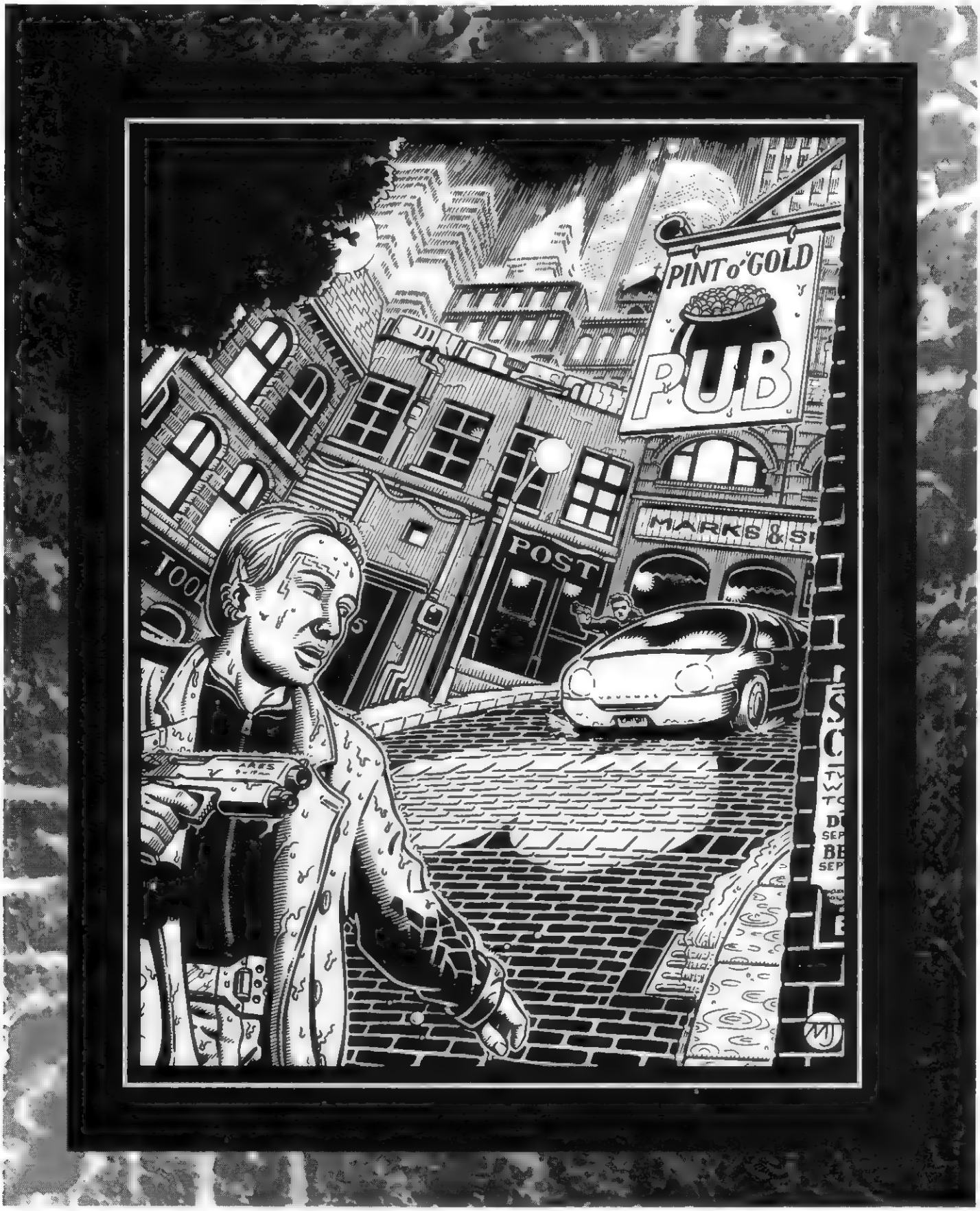
>>>>>[Sigh. A technical note for those of you reading this document. A lot of work went into getting this file to the Shadowland BBS you are now accessing, including one particular sequence where the files in question were hidden using the allegedly bug-free program SUPER-Crunch™. Well, SUPER-Crunch™ fragged up the file. As a result, some odd flags in the time-stamp sequences got altered and gave us the chronological numbering you currently see. (Frag if I'm going to waste my time hunting down an original copy to make such piffling corrections. Just deal with the dates, chummers. By the by, the time-stamp is correct.) Also, some of the more interesting pronunciation indicators (frag me if I know what to call them) vanished in the same SUPER-Crunch™ frag-up. Again, sorry for the problem. Please feel free to make any grammatical and linguistic corrections you see fit.]<<<<<

—Captain Chaos (12:02:14/6-25-54)

>>>>>[Oh, and you'll notice that my time date stamp is different from the others. The 3-NOV-53-style entries got added in the Tir (na nÓg) and in Britain, where they do things that way. Postings made here in North America are noted in the 11-3-53 style. Same date, different continent. When the Britain/London file came through these parts some time ago, my erstwhile colleague Control set the Shadowland time-date stamp to the overseas style, but some terms (er, chummers) complained that they wanted to tell the Brits from the locals. So be it. By popular demand, Tir/British postings have the 3-NOV-53 style and local postings the 11-3-53 format.

Lastly, I deleted about 20 megapulses of trash from this file on the spelling and punctuation of Celtic/Gaelic names. ENOUGH ALREADY! Give the writer some credit; it's his homeland, and he knows his subject. Despite the anal leanings of linguistic purists, some words do have more than one "correct" spelling or punctuation. And even if Niall got his Gaelic wrong, too bad. We're Neo-*Anarchists*, remember?? What do we care for rules??]<<<<<

—Captain Chaos (12:30:41/6-25-54)


PINT o' GOLD
PUB
POST
MARKS &

FACTS AT YOUR FINGERTIPS

The best time to visit Tír na nÓg is during the summer months (late May through September), to take advantage of the fine weather. Overall, the Tír has a temperate climate; January and February are the coldest months, with an average temperature of 11° Celsius. July is the warmest month with an average temperature of 21° Celsius. Humidity tends to stay below 50 percent, though it may reach higher levels in the central province of Meath and away from the coast. Prevailing westerly winds sweeping in across the Atlantic give the Tír its windy, wet weather, averaging 30-50 centimeters of annual rainfall over most of the country. In the summer months, however, southerly and southwesterly air streams bring pleasant, sunny weather. Extreme weather remains virtually unknown in the Tír, save for storms in autumn and winter in the west and southwest. Blizzards and severe snow rarely occur.

>>>>>[No, chummers, this isn't Niall O'Connor. I pulled a standard-issue tourist file, to give everyone a little background. Niall's raising a lot of interest with his stuff; from that and from his spiel in the beginning, I figure he'd like a few visitors. So for those of you planning on playing tourist (or even doing a little biz), here's the lowdown in a nutshell.]<<<<<

—Analyzer (13:02:27/24-MAR-54)

TRAVELING TO THE TÍR

Because Tír na nÓg is an island, it is accessible only by air or by ferry. Both are tightly restricted by the Tír government.

BY PLANE

Tír na nÓg has only two international passenger airports. Dublin International lies outside the capital city of Dublin, and Shannon International lies near Limerick in the west. The Tír also has commercial airports that deal with freight, of which those at Wexford, Cork, and Dunmore are the most important. These facilities handle no passenger traffic; small local airports at cities such as Derry, Limerick, and Killarney handle domestic air travel only.

Prices for air travel to and from the Tír are high by both European and North American standards, artificially fixed by the Tír government. Aer Lingus remains the only Tír airline to handle passenger traffic, operating flights to and from foreign destinations in reciprocal arrangement with carriers based in other nations. For example, half of the flights from London's Gatwick airport to Dublin are Aer Lingus, and half are Britair. Only scheduled flights fixed by such prior arrangement have the legal right to enter Tír airspace. Typical international flight prices are given below, reflecting one-way fares to Dublin from European destinations, or to both international airports from further abroad. Most non-European flights arrive at Shannon; for European flights to Shannon, add 25 percent to the prices listed below. Fares are given in Irish punts and in nuyen. The stabilized exchange rate is £2.20 = 1¥. Unless otherwise indicated, £ refers to Irish punts rather than British pounds sterling.

AIRFARES TO THE TÍR

City of Origin	Cost (¥)	Cost (£)
London/Gatwick	160	352
Manchester, Liverpool, Edinburgh	140	308
Paris	200	440
Rome	270	594
Stockholm	270	594
Frankfurt	240	524
Lisbon	240	524
Jerusalem	700	1,540
Riyadh	925	2,035
New York	1,000	2,200
Washington	1,100	2,420
Seattle	1,850	4,070
Portland	1,850	4,070
Tokyo	2,600	5,720
Tokyo (transorbital)	4,600	10,120

BY SEA

Tír ferry companies ply several major routes and have licensed reciprocal arrangements with other countries similar to those used by the airlines. Despite the public appearance of healthy competition among ferry companies, the ubiquitous O'Toole Ferries have a stranglehold on sea routes. Most of the few "independent" ferries belong to the O'Tooles through holding companies. The major ferry lines are listed below, with prices for a one-way trip. The high fares are intended specifically to discourage international visitors from hopping to the UK or France by air to save money and then ferrying across to the Tír. As with air fares, prices are listed in both Irish punts and nuyen. For first class accommodation, add 35 percent to the prices listed below.

FERRY ROUTES

Tír Port\Foreign Port	Cost (¥)	Cost (£)
Larne\Stranraer (Scotland)	70	154
Dublin\Liverpool (England)	100	220
Dublin\Holyhead (Wales)	80	176
Belfast\Liverpool (England)	110	242
Rosslare\Fishguard (Wales)	80	176
Rosslare\Cherbourg (France)	160	352
Rosslare\Le Havre (France)	170	374
Cork\Swansea (Wales)	130	286
Cork\Roscoff (France)	150	330

Except for the ports noted, international sea travel remains a rare luxury in the Tír. One exception, the White Star Company, sails its luxury liners to New York from the English port of Southampton and the Ringaskiddy port complex just outside Cork. The Cork-New York journey on the *King George* or *King Charles* averages six to seven days, and costs 2,300 nuyen or 5,060 Irish punts for a double-occupancy, ordinary-class cabin. First-class accommodations cost 40 percent extra for double occupancy and 20 percent extra for single occupancy.

ON ARRIVAL

Of immediate importance to those visiting the Tír are proper documentation, obtaining local currency, and finding information about accommodations and amenities. Visitors should also be aware of local quirks with regard to time and measurements, which may differ from what foreigners expect.

DOCUMENTS

Without the appropriate documentation, no traveler may enter Tír na nÓg. Visitors from other countries need the following: a current, valid passport; a current visa issued by the Tír Office of Placements; documentary evidence pertaining to the purpose of the visit; a complete medical history and receipts for medical insurance; receipts for payment into the Legal Insurance Fund; and licenses and permits for all forms of controlled and classified equipment, including any personal enhancement technology.

Though most countries require similar documentation, the medical documentation is a quirk of the Tír. Because its state medical facilities offer care of unrivaled quality, visitors to Tír na nÓg must have valid receipts for advance payments made to the Office of Placements' Health Division. A complete medical history, including two witnessed signatures of qualified doctors and a standard note from a third doctor who is also a Tír citizen, completes the required medical paperwork. The standard note must either include full identification from the physician in ques-

tion, or come in the form of a standard medical examination report from a medical attaché at a Tír foreign embassy. Visitors with pre-existing medical conditions may be required to pay punitive rates of medical insurance.

Obtaining permits and licenses for any form of cyberware, controlled substance or equipment also requires prolonged and often difficult dealings with the attaché of the Office of Placements at a Tír embassy or consulate in the prospective visitor's country. Would-be tourists can also apply for such permits directly to the Office of Placements in Tara or Cork. Both Tír citizens and foreign mages or shamans require individual licenses to practice their craft; in addition, foreigners must submit a tissue sample for DNA typing and must accept implantation of a surveillance microchip. The chip can be removed at the individual's request immediately prior to his departure from the Tír.

>>>>>[It'll cost you five thousand nuyen to put the little silicon devil in and another three to remove it. Naturally, the chip gets implanted next to a major spinal ganglion complex; so when the Tír does remove it, if it fails to detect a signal that matches its own internal coding from the surgical instrument being used, something spectacularly nasty happens to it. If you've seen the tridmovie *Goreminator*, you know what I mean.]<<<<<

—Leech (16:43:21/26-MAR-54)

Finally, "evidence pertaining to the purpose of visit" often entails contact with a Tír embassy or consulate in the visitor's native country to acquire the necessary documents. Though visiting the Tír for business reasons requires considerable paperwork, obtaining it is a straightforward process. For a visitor making the trip for personal reasons, the Tír Tourist Bureau frequently offers a place on one of its packaged tours. To travel as a private citizen outside of an officially approved tour often proves difficult unless one is visiting relatives.

>>>>>[And even that gets complicated. The authorities want you wrapped up tight in paperwork before they let you in. They want to know exactly where you will be going, and where you will be at each hour every night and day. You can only get Visitor Permits for the areas you can justify traveling to. Should you decide to day-trip it to somewhere scenic on the spur of the moment, you've got to get permission for your side trip and another permit from the Office of Placements. This is *control*.]<<<<<

—Paper Chaser (15:34:52/27-MAR-54)

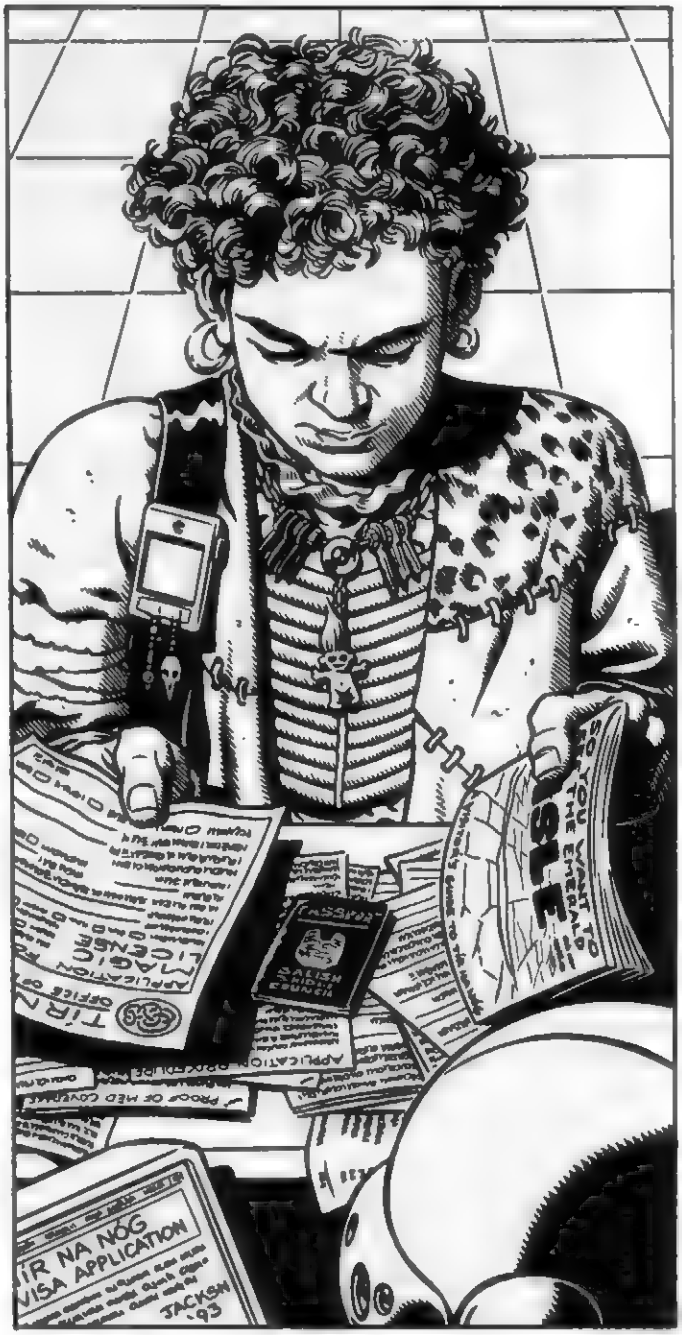
>>>>>[Don't bother trying to bribe officials. Yer'll be in the glar if you try that. Even if one of them liked the look of you, he'd have a TRC shadow lurking somewhere behind his back.]<<<<<

—Metal Mickey (18:12:46/27-MAR-54)

>>>>>[Then there's the Veil.]<<<<<

—Count Count (21:14:13/27-MAR-54)

>>>>>[Ah, yes, the Veil. Not a subject discussed in public, of course. They pussyfoot around what it is and why it's really there. The Division of External Security at the Garda warns of taking



"appropriate measures to protect the nation against unwarranted intrusions." The media dutifully carry scare stories about the dreadful catastrophes they're protecting us all from. One week it's rabies, with crazy French fishermen trying to bring savage, foaming-at-the-mouth poodles into the Emerald Isle. Next week it's disease-ridden Moroccan immigrants bringing in TB and VITAS from northern France, where they've fetched up after running from the rot and stench of Marseilles. Week after that, it's pornography or brain-frying BTLs from that standard bugbear, The Cesspool of Vice, London. TV Éireann carries a *lot* of stories about London.]<<<<<

—Crazy Maeve (01:16:15/28-MAR-54)

>>>>>[Whispered rumors claim the Veil as powerful magic, of course, but as usual the magic has sophisticated technological underpinnings. Among other things, the Veil uses sonar, radar, and infrared to scan the entire coastline, and Tír naval patrol vessels move incredibly fast at the slightest sign of anything unusual. People trying to smuggle themselves in by sea usually head around Scotland into the north Atlantic, and then cut west into Connaught or Ulster—though they only try to land in Ulster if they're in league with the paramilitaries. Unlike the rest of the Tír, Ulster naval patrol vessels won't stop at challenging or intercepting you. They'll sink you and call up chopper cover for air strikes. The Veil also uses information-control technology, jamming signals from unwanted satellite TV broadcasting and the like. The Veil's designers scattered quite a bit of wide bandwidth-searching, semi-smart scanning stuff around the External Security HQs.

Added to all this, the Veil has real magic in it. The Council of Stewards engineered powerful confusion magic, which disorients those trying to reach the Tír by land or sea. By itself, the magic's pretty simple to get around; just use a pre-programmed autopilot. The Veil can't confuse a machine, only a living mind. The trouble comes if you get intercepted and you switch to manual to dodge the swarming choppers or patrol boats. *Then* you get to feel how the Veil can screw with your mind.]<<<<<

—Torc Talk (03:17:02/29-MAR-54)

MONEY

The Irish punt (£) is the national currency. Visitors can exchange British pounds sterling, dollars, nuyen, or other currencies into punts at any bank or Bureau de Change. Several banks have offices at all major airports, rail stations, and so on. Most Tír shops and restaurants only accept punts; a few larger stores accept pounds sterling or occasionally nuyen, but never dollars. Conversion rates include a 2.5 percent charge on credsticks or large-denomination notes, and a 5 percent charge or greater on small change. The few stores that accept foreign currency apply double these conversion surcharges.

One punt is composed of 100 pennies (100p). Tír currency units in general circulation include copper 1p, 5p, and 10p coins; "silver" 20p and 50p pieces made of a white metal alloy; copper £1 and £2 coins; and two currency bars, the £5 coin known as the milch and the £10 coin known as the cumal. Both these rectangular coins measure 1" by 0.4". Notes are also issued in £5, £10, £20, £50, £100, £200, and £500 denominations. Each denomination has a different color, making them easy to distinguish. A £5 note is blue-green; a £10, green-yellow; £20, green; £50, blue; £100, brown with green and silver edging; and £200, green and blue with dark blue edging. The £500 note is the largest, colored blue and green with a red-brown stag in the center of the design.

>>>>>[A first sight of fake Celtic for you. Lovely iconography with heraldic images and Celtic designs on all the notes and pieces, even down to the humble copper penny. By the way, the fiver's a milch after the milch cow, and the tenner's a cumal after a slave or vassal, originally a female slave.]<<<<<

—Fear-bratha (22:16:11/29-MAR-54)

>>>>>[Thus, a good woman is worth two cows.]<<<<<

—Cleasaiche (00:13:15/30-MAR-54)

>>>>>[Oh, *hilarious*. I knew we wouldn't get a few pages into this without some typical exhibition of Irish manhood at its most lumpen. Cretinous eejit.]<<<<<

—Siobhan Snakehead (01:11:12/30-MAR-54)

INFORMATION/MEDIA

The Tourist Bureau has prominent offices in all Tír cities and towns of any size, except in parts of Connaught and Ulster. These offices sell information packets on the local area, including street maps, lists of public amenities, places to see, restaurants, hotels, and so on, for £5. The *treuntas* Matrix system, described later in this file, offers public access to national data, including tourist information.

Visitors interested in getting a bit of the flavor of the Tír might also wish to avail themselves of local radio programming and newspapers. The Tír's national radio network, Radió Telefís Éireann-Tír (RTET), runs four major channels and a number of local radio stations. RTET also runs the island's three trideo channels.

>>>>>[A few dodgy pirate local radio stations exist, of course, but you have to surf the airwaves to find 'em before the Ministry of the Interior tracks 'em down and switches on its jamming frequencies. In theory, you can publish or broadcast whatever you like in the Tír, but only so long as it doesn't defame the cultural heritage. Better bone up on the cultural crime laws before you land in the Tír, chummers.]<<<<<

—Sinèad F (04:24:33/30-MAR-54)

The following are the major national newspapers:

Éireann Times

The *Times* has a long history of quality reporting, given to following the government's line while also offering widespread coverage of alternative viewpoints. The "What's On" supplement in each Saturday edition is essential reading for all visitors, offering schedules and reviews of the week's upcoming cultural events.

The Irish Independent

From its beginnings as an independent, almost left-wing paper, the *Independent* has slowly but surely become another establishment newspaper. Though it still devotes many column centimeters to long articles on social issues, its editorial policy is clearly pro-government.

Press Eireann

Another long-lived paper, its coverage resembles a lightweight version of the *Independent*. *Press Eireann* takes a pro-Tír, pro-government editorial stance, but its articles are often insubstantial and shoddily written.

Sceal Danaan

This Sperethiel-language paper reads more like a Royal Court circular than a newspaper. It lists important happenings in the

dealings of the Seelie Court and the *Danaan-mor* who rule Tír na nÓg, often in incomprehensible ritual language. *Sceal Danaan* circulates to a small number of select persons, who subscribe by invitation only.

>>>>>["Translated" versions of this court rag often appear on various local BBSs, with "errors" of the most insulting kind creeping in.]<<<<<

—Doilín (07:18:51/30-MAR-54)

TIME

The Tír lies on the same time meridian as the UK, and uses Greenwich Mean Time or Tír Mean Time (TMT) from late October to early April. Tír Summer Time (TST) advances the clocks one hour from mid-April through September. TMT is five hours ahead of the North American Eastern time zone, six hours ahead of Central, seven or eight hours ahead of Pacific time, and one hour behind most European countries other than Britain.

Like the British, the people of the Tír record dates by putting the day before the month. For example, standard North American notation records the 16th of September, 2052, as 9/16/52, but the same date reads 16/9/52 in standard Tír notation. Also, the Tír uses the 24-hour clock in travel timetables and in some areas of business. In the 24-hour system, 7 A.M. becomes 07:00 and 7 P.M. becomes 19:00, and so on. Otherwise, hours are referred to in universally common parlance as A.M. (morning) and P.M. (afternoon and evening).

>>>>>[Fortunately, bulletin board entries are given in 24-hour time and dates are given as day (numeral), month (abbreviation of word: JAN, FEB, MAR etc.), year to make life easier for American readers.]<<<<<

—Analyzer (04:06:08/30-MAR-54)

>>>>>[OK, OK, so it's a convenience *they* put in for *our* benefit. Thanks, guys. My first post still stands.]<<<<<

—Captain Chaos (12:32:40/6-25-54)

MEASUREMENTS

The Tír uses metric rather than British measurements. Use of distance terms such as feet and yards, or weights such as pounds and ounces, are closely associated with the "British Imperial" system and therefore rejected by the citizens of the Tír.

GETTING AROUND

High-quality transport systems make approved travel within Tír na nÓg easy and convenient. The Tír government has invested large sums in improving infrastructure, and it shows in every mode of transportation.

>>>>>[Course it does. Every operator needs a government license, and the only ones who get them are the O'Tooles and their cronies. They've got the transport market carefully stitched up. They can use the Tír's punitive environmental laws to their own advantage. On this little island, boyo, everything that moves has to be greener than the forests—you'd better have a catalytic converter on that lawnmower, or you'll be up before the DJ for a swingeing fine. The Department of Environmental Regulation can refuse a license to any transport operator they want to disqualify from practise; they've got a thousand and one petty regulations to hit you with, assuming you got a license in the first place.]<<<<<

—Paper Chaser (18:12:12/30-MAR-54)

>>>>>[DJ? What's a disc-spinning mic jockey got to do with it?]<<<<<

—Marco (21:14:38/30-MAR-54)

>>>>>[DJ: District Judge, you fool.]<<<<<

—Analyzer (22:00:53/30-MAR-54)

AIR TRAVEL

Domestic air travel within the Tír remains a costly and therefore rare form of transport for the average citizen. Members of the government, the Danaan Families, and important business executives use private jets, mostly chartered from Aer Lingus. The major domestic airports are Dublin, Shannon, Derry, Limerick, Killarney, Cork and Galway. Services between them average two flights per day, provided by Aer Lingus. As a rule of thumb, domestic flights cost 80¥/£176 for distances of up to 50 kilometers, and an additional 60¥/£132 for each 50 kilometers beyond that. With this kind of price range, domestic flights actually cost more than international flights. Unless air travel is absolutely necessary, most visitors are advised to use a less expensive alternative.

ROAD TRAVEL

The Tír's motorway (freeway) system connects only a handful of major cities, but the roads are well kept up and easy to travel. Average travel speed reaches 89.1 kph during daylight hours and 79.2 kph overnight, reflecting the different speed limits in effect at different times. The daytime speed limit is 120 kph; at night the limit drops to 90 kph. On all major roadways, computerized vid-signal systems located every 2–5 kilometers inform drivers of current speed limits and any upcoming hazards such as fog, icy roads, accidents, work on the M-way, and so on. Outside of Ulster and northern Connaught, traffic violence is almost non-existent except in rare instances of terrorist activity. American and other visitors should note that people in the Tír drive on the left-hand side of the road.

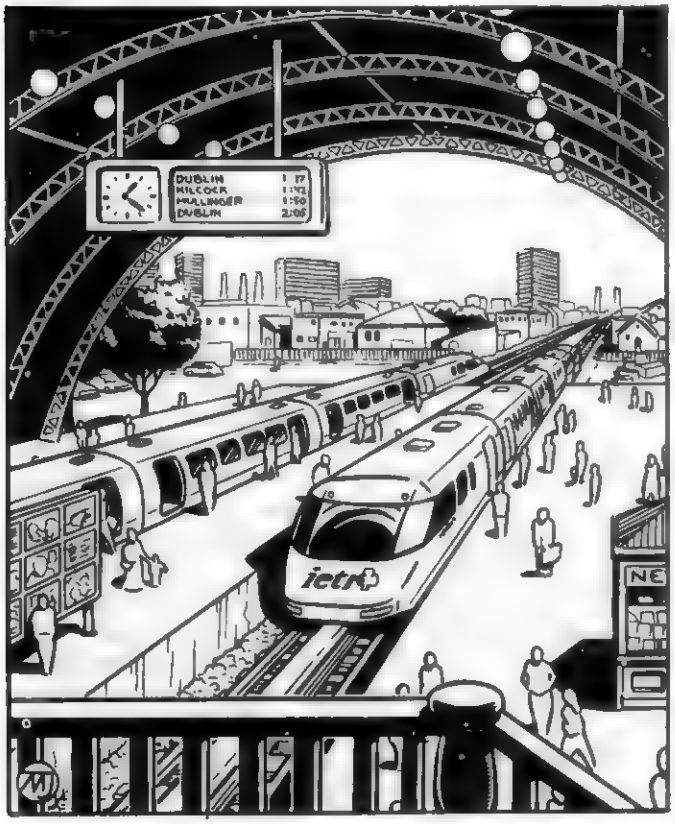
Coach and bus travel between and within cities is clean, efficient, and punctual. Bus Tír-Éireann handles most intercity traffic. Within the major cities of Belfast and Dublin and their suburbs, Bus Atha Cliath-Dublin or Bus Belfast operate trambus services. Similar tram networks operate in lieu of buses and coaches within most major cities across the Tír. Coach and bus fares between cities cost approximately 35 percent of their airfare equivalents; within cities, short- and long-zone tram rates average 30–75p for a one-way journey. Riders can also purchase £2–£3 day tickets permitting unlimited tram travel for a 24-hour period.

Government policy strongly discourages the use of automobiles by private citizens. Road travel is deemed environmentally

unfriendly in comparison with trams and trains, and the government imposes multiple taxes on both licensed coaches and buses and private vehicles. Revenue from license taxes, automobile purchase taxes, and stiff petroleum (gasoline) taxes subsidizes rail fares, tram services, and anti-pollution measures. Most cities do not permit private automobiles access to large areas or city centers; (taxicabs, medical vehicles, and the like are the only exceptions to this rule. To reach a city centre, an auto traveler must park in a satellite car park and walk or take a tram from there to his or her destination.

RAIL TRAVEL

A single national operator, Iarnrod Éireann-Tír Rail, operates almost all train services within the Tír, except for a handful of scenic or rural routes 20 kilometers or shorter. These small rail lines are administered by local train enthusiasts and hobbyists, or by government subsidy in the case of social amenity lines intended to discourage road travel. Intercity rail fares match coach fares, with a 25 percent surcharge for first-class accommodation. Smaller, local connecting services charge roughly 10 percent more per kilometer than the intercity trains. Like the motorways, the Tír maintains its rolling stock in excellent condition, making rail travel extremely comfortable. So-called ziptrains travel the longest routes, linking Cork, Dublin, Wexford, Galway, Killarney, Armagh, and Enniskillen. These super-fast trains average 180 kph during these journeys. Among the local rail and subway networks, Dublin's scenic DART (Dublin Area Rapid Transit) system is the most noteworthy, offering a stunning view of the bay as it traverses the coastline.



>>>>>[And guess who owns Iarnrod Éireann-Tír Rail? Why, the O'Tooles, of course! Nothing like keeping it in the family.]<<<<<

— Analyzer (04:12:15/31-MAR-54)

>>>>>[The above statement is not true. IETR belongs to the people of the Tír; the Department of Transport administers it in accordance with the prescriptions laid down in law for the Department of Environmental Regulation.]<<<<<

—Cian Fear-Tèarmainn (04:15:17/31-MAR-54)

>>>>>[Ha! The O'Tooles get their payoff in transport. Each of the Danaan Families has its own sphere of control and influence, and travel belongs to the O'Tooles. Elves will be elves ...]<<<<<

—Analyzer (04:27:14/31-MAR-54)

>>>>>[For those who wonder why anyone travels by bus if the faster, more comfortable trains are the same price, read this post. Apart from the greater availability of buses on rural routes, every train has a friendly Transport Police Inspector as a passenger. The train depots also have Mobmasters surveying all the disembarking passengers. On a coach, you have a chance of making a journey without prying eyes watching you.]<<<<<

—Metal Mickey (23:16:12/1-APR-54)

>>>>>[Don't count on it. Watch the back seat. If you see cybereyes there belonging to a mullarkey who doesn't say a word during the journey, keep your mouth shut and slide a little further down in your seat.]<<<<<

—Cleasaiche (01:03:41/2-APR-54)

WATER TRAVEL

In the Tír, the vast network of subsidiary rivers spreading out from the River Shannon and the island's great lochs (lakes) provide vital transport for cargo. Several freight carriers use barge convoys to convey goods, especially livestock and raw materials in bulk, along this river network. Most passengers travel by water as part of a packaged holiday tour, paying around 25¥/£55 per day of travel (excluding costs for overnight accommodation). Visitors who wish to hire or rent riverboats for short trips must have the correct permit and submit a travel itinerary to the Office of Placements.

>>>>>[This is actually the freest form of transport left. You have to get past the Transport Police at the lock gates dotted along the rivers, but most river police are clapped-out old eegits working out their last few years before retiring to a civil pension and a little cottage in Galway. You can bluff past these codgers more easily than any other species of transport copper. You can even find the odd boat owner who won't look too closely at your permits, but watch yourself with these honest citizens. You can bet the owner has a tracer somewhere on the boat, and he'll ask you for a deposit that'll make your eyes water worse than a kick in the crotch from a Killarney mule.]<<<<<

—Mulligan (08:11:32/2-APR-54)

LAW AND LAW ENFORCEMENT

The Tír police force is a formidable organization. The Garda is the national police force; provincial and local law enforcement agencies do not exist. Private security organizations are absolutely prohibited within the Tír. Reflecting its troubled history, the nation allows paramilitary groups no official sanction of any kind.

The Garda contains a sub-organization, the Tír Republican Corps (TRC) that reports directly to the Minister of the Interior. TRC agents and personnel have powers beyond those allocated to the rest of the Garda. If necessary, a TRC officer of the rank of *Oifigeach* (the equivalent of sergeant or higher) can hold an offender without access to lawyers or any outside contact for up to 72 hours if he has grounds to believe such isolation in the national interest. Upon a successful Petition of Protection to the Ministry of the Interior, the TRC may extend this holding period to 7 or even 14 days. Lawyers acting in the interests of the jailed person may oppose this petition, and the TRC must submit its Petition of Protection in an open court of law. The TRC *Oifigeach* also has unlimited search-and-seizure powers; ordinary Garda personnel require a magistrate's warrant. The TRC also has far more extensive legal power than the rest of the Garda to engage in phone-tapping and data surveillance of all kinds.

>>>>>[For those inclined to regard the TRC as a sort of secret police, I offer the following facts. In 2052, the TRC presented only 54 Petitions of Protection, of which no fewer than 17 were rejected and the detained party or parties freed. The TRC uses its extraordinary powers rarely and responsibly, and the few people so detained receive due process in the courts. Any claim that the TRC is an instrument of a police state is a misrepresentation made by misguided persons.]<<<<<

—Cian Fear-Tèarmainn (02:13:15/3-APR-54)

>>>>>[And, to be fair, don't get the idea that the TRC are everywhere and anywhere. Out in rural areas, for starters, they're thin on the ground. Generally, you have to do something visibly silly to attract their attention. The TRC generally use their holding powers in Ulster, when dealing with suspected terrorists.]<<<<<

—Analyzer (02:27:41/3-APR-54)

>>>>[Away and shite! You've obviously never been on the receiving end of one of their "non-injuring" stun batons, you rakkie.]<<<<<

—Sinèad F (02:33:32/3-APR-54)

To visitors from other nations, civil liberties in the Tír can seem highly limited. The Tír has no real equivalent of the National Council for Civil Liberties and similar organizations that exist in foreign countries. The closest analogue is the fledgling Civil Defence Union (CDU), a loose association of lawyers based in Belfast, Dublin, and Derry. For those unlucky enough to land in serious trouble, especially with the TRC, the CDU has a good record of successfully opposing Petitions of Protection in open court hearings. Contact numbers for their offices are:

Derry: LTG#072-766765
Belfast: LTG#022-311300
Dublin: LTG#13-444546

In addition to national law, two special systems of law apply to specific areas of the Tír. The decrees of the *Cùirt Danaan* apply only to Danaan Family elves, and the State of Emergency laws apply only in the province of Ulster. The latter laws operate in conjunction with national law, and include special provisions for surveillance, anti-terrorist activity, banning of inflammatory public assemblies such as Orangemen marches, and similar security issues.

Travelers to the Tír must pay into the Legal Insurance Fund before entering the country. These payments entitle the visitor to legal representation should he fall afoul of Tír criminal law, though this representation does not apply to civil cases such as libel, slander, and so on. All Tír lawyers are licensed by the Ministry of the Interior. The insurance charge, determined by administrators at local embassies and consulates, depends on the visitor's country of origin and whether he or she has any history of legal trouble. The cost can also vary according to a person's purpose for visiting, the places he or she intends to stay, and so on. As a rule of thumb, persons from Europe, Australasia, or one of the more stable American nations who have a clean record can expect to pay 120¥/£262 per week.

>>>>>[Yes, well, add 50 percent to that if you've ever had so much as a parking ticket. If you've ever been whacked for a fine of a few hundred nuyen for forgetting to pay a bill or not paying your taxes on time, double the average this tourist rag gives. If you've spent a single day in jail, triple the figure. If you've got a record for any serious crime, forget it. They won't let you in the Tír in the first place; but if somehow you manage it, say by pulling some corporate strings, expect to pay *ten times* the going rate. Add bonuses for having any kind of attitude or the wrong kind of DNA on the day you go and grovel to the little turd from the embassy. If he decides he doesn't like you, you get scalded. Oh, and if you have some kind of record and don't declare it, odds are that the boys at Immigration will find out about it. Even if they don't, well, you get into trouble and they'll run a check. They'll not be missing the truth twice, friend. Concealing your record means you forfeit all rights to representation in the courts. It also gets you charged with making false statements to officials, and so on.]<<<<<

—Paper Chaser (19:22:16/4-APR-54)

Visitors should note that only Tír citizens may act as lawyers in Tír courts. The Tír does not allow lawyers to work on a contingency basis; lawyers' fees are fixed by statute within narrow limits, making contingency cases illegal.

ILLEGAL AND ADDICTIVE SUBSTANCES

Tír law regarding alcohol is complex. Pubs are open during licensing hours, which vary from town to town. The city of Dublin has more pubs open 24 hours a day than one could visit in a week

of pub-crawling, but away from major cities the rules change for foreigners as opposed to natives. Official licensing hours aside, a local can drink into the small hours in the back room with the pub's landlord, but opening hours for outsiders are 10:30 A. M. to 3 P. M. and 5:30 P. M. to 11 P. M. On weekends, closing hour is closer to midnight. Liquor stores are subject to tough licensing controls, and may not open between midnight and 10 A. M. Driving under the influence of alcohol brings a stiff penalty for even the most minor alcohol level. The legal limit is 0.01 percent alcohol in the bloodstream, in effect precluding any safe alcohol level. This notional limit simply exists to exclude from wrongful conviction people with unusual metabolisms that create a lower-than-normal threshold of alcohol in the body, or people who had a half pint of Guinness the day before and still have a trace of it in their blood. Drinking a pint of beer and driving on the same day brings an automatic jail sentence or a heavy fine. Intoxication also does not count as a legal defence; Tír law does not recognise diminished capacity.

Nicotine products in the Tír are theoretically distributed through licensed outlets only, but in practice are freely available through pubs, newsagents, and special smokers' shops. Pipe smoking and chewing tobacco are common among certain elements of Tír society, though such activities are illegal on any public vehicle, in public buildings, and in many other public places.

BTL chip technology is outlawed in the Tír. Any form of dealing in or possession of addictive or controlled substances carries severe penalties, the mildest of which is a long jail sentence.

>>>>>[The Tír is legally, socially, and culturally concerned with clear-mindedness. Anything that clouds the mind is frowned upon, if not outright illegal. I've never figured out why, considering Irish proclivities to drink.]<<<<<

—Danny (19:24:52/4-APR-54)

>>>>>[It has nothing to do with drink, but rather with mental stability and clearness. Note well any mention of mental illness later in these files.]<<<<<

—Bloodoath (02:13:43/7-12-54)

EMERGENCIES

In the event of an urgent need for police, fire services, or emergency medical assistance, the 999 emergency number connects to an operator who links the caller to the appropriate emergency service. A nationwide number, 999 requires no area code. Using high-quality software, the Tír's fast-response emergency service can trace incoming calls almost instantly.

>>>>>[If you're having a coronary and you manage to croak into the vidphone, the operator can find you within three seconds. He'll have your call off to the medics within ten more, and they'll be around within three minutes on almost every call if you're in a city. One thing you can say for the Tír, no one does emergency service better.]<<<<<

—Gleed (19:52:42/2-APR-54)

>>>>>[Try having your coronary in certain areas of Ulster and north Connaught classified as SRZs (Security Risk Zones). Visitors entering such hotbeds of terrorist activity without special permits forfeit all rights to emergency medical response; ambulances simply won't try to rescue you from the Shankill Road if the URF blows your legs off. If you have a permit, for which you need a fortune and a *damn* good reason, your medical insurance premium reaches a horrific level. If you must get a permit for an SRZ, try to negotiate an *hourly* rate for your medical insurance. That way you might keep it down to four digits, if you're lucky.]<<<<<

—Analyzer (06:14:32/3-APR-54)

MEDICAL ASSISTANCE

The government-funded Irish National Health Service offers universal, free coverage to all Tír citizens except for for elective procedures. This coverage also extends to visitors who have paid their compulsory medical insurance. Rates for such medical insurance vary within actuarial parameters common to most forms of insurance. For persons in good health aged 20-35, insurance premiums cost approximately 160¥/£352 per week. A sixty-year-old who has had a coronary multiplies this sum fourfold. Premiums go up by 5 percent for each centile above average for males with blood ß-4 cholesterol, and so on. Any form of cyberware or personal enhancement aside from simple datajacks, memory chips, or knowledge skillwires counts as an extra risk factor; the NHS operates on the premise that people with cyberware tend to lead less peaceful and therefore more medically risky lives. Any inaccurate declaration in an official medical history forfeits a visitor's right to medical attention. Everyone must pay medical insurance for the full duration of his or her expected stay in the Tír, and a visitor who leaves early receives no refund. Compensating for the often steep price, the Tír offers public health care of unparalleled quality. The NHS receives considerable government funding and denies almost no treatment on the grounds of expense.

Private health care in the Tír is illegal, in the sense that no privately owned company may practice medicine, advertise insurance coverage, or operate clinics of any kind. However, certain corporations legally maintain private clinics for the treatment of essential personnel. To prevent trained Tír medical personnel from defecting into the private sector in search of lucrative fees, the law forbids private corporate clinics to hire Tír nationals.

>>>>>[It is a measure of the Tír's decency and morality that no one spends a sleepless night worrying about how to pay for their next month's medical insurance premiums. Those Tír citizens who have traveled to less civilized countries realize how much others envy us in this respect. Fiscal policy includes specific taxes on activities damaging to public health or the environment; these revenues help us sustain and develop our health services. Those misguided dissidents who criticize our society, ever ready to spout strident arguments about any other subject, become tongue-tied when faced with this unassailable proof of our social advancement.]<<<<<

—Cian Fear-Tèarmainn (07:21:13/3-APR-54)

>>>>>[Of course, the NHS' blanket coverage offers the government a handy social control. With no private clinics and few street docs, most of whom are not exactly top-drawer at their job, no one much gets medical treatment without the government knowing about it. You want my advice, don't go foostering about looking for treatment under the table unless you like street docs with shaky hands and demi-tech instruments from Libya.

Most Tír people are proud of the NHS, an acronym they've taken from the Brits and now use half-mockingly because the British NHS is such a joke these days. They accept the social policy of doctoring-by-government without realizing that it's a way of sugaring the pill. When it comes to medical care, no sane person can argue with the view that the state takes care of human needs better than the free market. Because so many fewer people are actually screwing a profit out of it, medical care gets both good and cheap. When this government control gets applied to the media and other areas, though ... well, that's a dodgy proposition.]<<<<<

—Analyzer (07:45:17/3-APR-54)

WHAT DOES IT COST?

Prices in the Tír frequently do not obey the principles of supply and demand, because the government uses taxation and subsidies to force markets in desired directions. Environmental considerations play a major role in government economic tinkering; for example, gasoline, taxi rides, and car hire are expensive by comparison with other European nations because the government frowns on the harm they cause. In addition to government price inflation, tourism adds its own markup in certain areas. Prices for goods in Dublin, for example, can climb 5–10 percent higher than in other areas of the Tír. The provinces of Ulster have their own set of economic rules; prices may vary considerably at different times owing to interrupted or unreliable supplies. Hoarding, speculation, and price-fixing are all common practices in that region of Tír na nÓg.

Accommodation spans a wide price range, but few alternatives exist at the cheap end of the market. Few flophouses or YMCA equivalents operate outside of Dublin, save for unofficial, disreputable establishments. The cheap coffin hotels frequently found in other nations have no market in the Tír, because Tír visas do not permit entry unless the holder has an official itinerary complete with accommodations booked in advance. Through informal personal contacts, a visitor might find shelter in a cousin's spare bedroom, but not many people can rely on that kind of luck. For business travelers and tourists attending festivals, cheap accommodation can sometimes be had in university or college residence halls out-of-term. However, the few of these that become available are usually booked in advance by tourist groups.

A modest, single-occupancy hotel room in one of the Tír's major towns or cities costs £45–£80 per night, not including meals. Double occupancy adds 50 percent to the above-quoted price. Accommodations in Dublin are especially expensive, 25 percent higher than the average price given above. For luxury rooms such as the William Butler Yeats suite at the Flathail (Majestic), costs run as high as £5,000 per night. For that price, of course, the suite sleeps up to six in sybaritic splendor. The best Dublin hotels provide various amenities, though with occasionally erratic or idiosyncratic service.

>>>>>[That's putting it mildly. At the Majestic, the executive-suite amenities include sending along a Reciter to declaim poetry and song at your dinner table. On the other hand, you may get your meal delivered 15 minutes late to your suite, and though the food tastes wonderful, it may be served at a bewildering variety of temperatures. The elevators often work about as reliably as the vidsets, and the vidphone system operates according to its own warped logic.]<<<<<

—Traveler (17:32:19/4-APR-54)

>>>>>[Which, of course, has nothing to do with the system of surveillance the flamin' government slaps on all hotel phone lines. Certainly not.]<<<<<

—Sinéad F (22:14:25/4-APR-54)

>>>>>[This is paranoid nonsense. Though national security interests preclude revealing the number of phone-tapping orders made by the Ministry of the Interior in recent years, the Ministry has never tapped more than a thousand vidphones per year.]<<<<<
—Clan Fear-Tèarmainn (23:00:11/4-APR-54)

>>>>>[Yes, but *authorized* phone taps aren't really what we're chawin' the rag about, are they, scuzbucket?]<<<<<
—Metal Mickey (23:11:17/4-APR-54)

Restaurants in the Tír rely heavily on native produce and traditional styles of cooking. Tír natives take pride in their culinary history; international cooking remains rare outside of Dublin and, to a lesser extent, Cork and Wexford. In these gateways to Europe, French and Italian are the most common ethnic cuisines, followed by a sprinkling of Malay, Thai, Japanese, and Chinese restaurants. Restaurants given the Bord Failte award for excellence offer the welcome combination of good food at a reasonable price. Traditional Tír food relies on fresh, quality ingredients rather than complex preparation; sophisticated, rich sauces are almost nonexistent. Potatoes are the basis for many dishes such as colcannon, mashed potato with butter and onions, and boxty—grated potato fried in bacon fat. Other staples include meats, dairy produce, and seafood from the western coast.

>>>>>[Tír people have frightening cholesterol levels. They fogfeed piles of beef, bacon, cream, butter, and every other kind of artery-thickening stuff. Stick with the Dublin Bay prawns—safe since the intensive detox of the 2030s and 40s—and the trout and salmon if you're worried about your health.]<<<<<
—Leech (17:03:08/5-APR-54)

>>>>>[No! You only live once. Gimme that 16-ounce sirloin steak blue in the middle. Gimme lashins, like they say. The Tír is the one country where you can eat this stuff, *sans* steroids, hormones and antibiotics, without paying a week's wages for it.]<<<<<
—Traveler (17:25:22/5-APR-54)

>>>>>[True enough, but did you ever wonder why there's so much of that beef? Magic? What? Anybody know?]<<<<<
—Netch (02:20:31/6-APR-54)

Finally, the selection of quality alcohol in the Tír far surpasses that available in American nations, the Far East, and in many European countries. Guinness, the unique black beer famous throughout the world, goes down well with any kind of food, though purists insist that it is best drunk on its own in a pub. Most folk not used to the heady brew find that six pints or so is the limit for anyone aside from an ork or a troll. Irish whiskey is exceptional across the board, and hotels of all sizes import enough fine wines from France to give them a varied, reasonably priced wine list. Tír natives consume little wine, preferring to drink beer and stronger spirits.

The following list provides typical expenses for the average traveler, anywhere in the Tír outside Dublin. In the capital, prices can rise anywhere from 10 to 25 percent above those listed.

MODEST EXPENSES FOR ONE PERSON

Moderate hotel room	£60
Hotel breakfast, including tip	£12
Lunch at moderate restaurant, including tip and half-bottle of wine	£25
Dinner at moderate restaurant, including tip and bottle of fine wine	£60
Pint of Guinness	£3
Double measure of average Irish whiskey	£3.75
Sightseeing tour (whole morning or afternoon)	£10
Nightclub membership, 7 days	£80
Admission to museum or historic site	£2.50–8
Ticket to major sporting event (except for All-Tír finals)	£12–30*
Car rental, per day (including insurance)	£200**
Car rental, per week (including insurance)	£600**
Gasoline, litre	£4*
Taxi ride, per kilometer (add 10 percent tip to total fare)	£3.50
Pair of jeans	£40–60*
Pair of shoes (moderate quality)	£55
Pair of shoes (bespoke)	£300
>>>>>[Bribe for simple info (where to get what)	£75
Bribe for sensitive info (who's doing what to whom and why)	£750+
Simple sexual pleasures (subtract 10 percent in Dublin, 25 percent in Ulster)	£120
BTL chip	£500+

Sorry, terms, no street prices for medical insurance. That's government-issue only.]<<<<<
—Analyzer (03:11:41/6-APR-54)

Prices shown with an asterisk reflect government subsidy. Prices shown with two asterisks include heavy taxes.

THE TÍR MATRIX

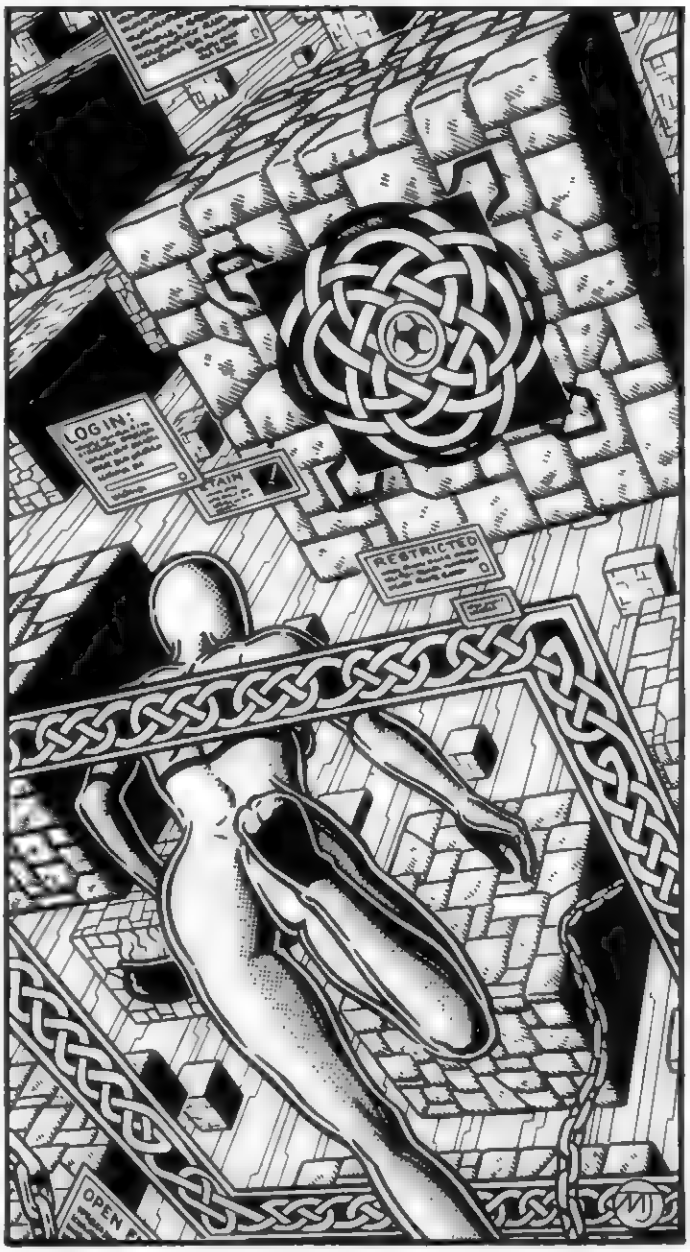
The Tír Telecommunications Grid (TTG) is a national system, divided into local telecommunications grids (LTGs). No regional telecommunications grids operate within the Tír. Owned and operated by the Post Office as a national monopoly, TTG has a Red-5 security code, startlingly high by international standards. Though the TTG has good-quality lines, telecommunications personnel and operators are not always reliable.

Tír na nÓg's public service network within the Matrix, *treuntas Éireann-Tír* (TET, or *treuntas*), lists public events, public service announcements, news, data on transport, weather, group meetings, cultural events, and other information in the public domain.

>>>>>[TET operates out of the Government Information Services office in Upper Merrion Street, Dublin. Needless to say, they tailor the news within an inch of its life for internal consumption. Tourists like TET because it lists a hundred poetry readings and daffy paddy-dancing exhibitions every day. For us poor gits living here, it's useless except as a sedative.]<<<<<
—Sinéad F (04:12:32/6-APR-54)

>>>>>[Alternatives exist, but they're tough to find. The Department of Environmental Regulation manages EcoNet, a "Green" bulletin board, and from time to time some of the few unlicensed deckers left in the Tír manage to dump some worthwhile information onto it. Actually, if you read between the lines of some of the "official'" stuff in EcoNet you begin to wonder if the DER has a dissident or two lurking within it. All is not so green in the Emerald Isle as appears. Of course, the only true place to find shadowtalk is CCD, *coma-co-dhiù*. That's "devil-may-care" to you English speakers. Finding CCD isn't easy; the sysop changes location and access routes as a matter of course. Just as an example, the BBS where this stuff you're reading is getting dumped will close down once we've all had our say; it would be too dangerous to keep it going. You'll need to know a Tír decker, and know him well, before you get any info on the shadow board. If you get in, you can find some meaty inside information about local politics, security, and the media. Not too much worthless stuff gets on CCD, because people smart and determined enough to get into it don't have the time for such trivia.]<<<<<

—Taranis (05:11:14/6-APR-54)



>>>>>[Not entirely true. Informed and athletic persons wishing to meet like spirits with unusual personal enhancement technology designed for mutual enjoyment can contact me on (**0.1 Mp deleted by sysop**)]<<<<<

—Scintillator (05:15:14/6-APR-54)

>>>>>[Oh well, there's always one, I guess.]<<<<<

—Taranis (05:34:17/6-APR-54)

>>>>>[I take this opportunity to point out that the majority of data-users in the Tír log on through conventional data terminals and sifter systems using a standard keyboard interface and data display screen. However, those users who elect to run the Tír Matrix with more sophisticated gear will discover far from standard geography.

Almost all of the Tír system is sculpted at a primitive level. Rather than following the standard UMS image specifications, it uses images symbolically appropriate to Tír na nÓg. Therefore, deckers unfamiliar with Tír symbols and mythology will have more difficulty running the Matrix than those who know the underlying Tír culture. The representation of each node has particular significance with respect to some aspect of Tír culture or history. To run the system, one must not only know what one is seeing, but also the meaning behind it.]<<<<<

—Analyzer (06:12:14/7-APR-54)

FESTIVALS

Most visitors to the Tír come to see the *fèilla* (festivals). Tourism is a mainstay of the national economy, in which the varied and colorful festivals play a major role On request, cultural attachès at Tír embassies in foreign countries provide megabytes of information about the festivals. The three following festivals last several days (or weeks) and attract the greatest number of visitors.

ROSE OF TRALEE FÈILL

Held in the final week of August, this week-long pageant for beauties of the Tír and Irish exiles abroad also includes horse races, a summer fair, and various other entertainment. The atmosphere is relaxed and rambunctious, full of good cheer.

>>>>>[This fest makes for good cover, because the girls come from all over the world. Australians, Massachusetts Irish, South Africans, all kinds turn up in Tralee. If you like the idea of getting lost in the crowd among hundreds of gorgeous women, come on over. If you have or can fake Irish ancestry and happen to be a looker, you can even enter. Rules stipulate no enhancements though, and the medical exam is very thorough. For all the cute girls, however, males with excess testosterone levels might as well forget it. The girls are there for the £50,000 Rose of Tralee endowment, and they tend not to get distracted.]<<<<<

—Analyzer (06:03:05/6-APR-54)

>>>>>[You've been mixing with the wrong sort of girl. Last year I was there, roistering with a party of Australian sheilas, and they were a right caution. Absolutely paralytic on Guinness and regaling a pub with a little ditty about the rear ends of horses. Some of 'em looked like they had the muscles to push a troll through a door.]<<<<<

—Metal Mickey (22:17:32/6-APR-54)

>>>>>[Security is present, but the TRC tend to keep their eyes on the druids who hold minor arty-crafty competitions on the fringe. The elves have little love for human druids, so anyone else may escape prying eyes.]<<<<<

—Taranis (00:13:16/7-APR-54)

GALWAY OYSTER FÈILL

This ten-day festival in mid-September includes such events as the Oyster-Opening Championships; how many can you open, pry out of their shells, and dump in a plastic bucket in three minutes? The Oyster-Eating Championships are a somewhat repellent spectacle by comparison, offering both sprint-eating events and marathon, hour-long eating contests.

Underneath all the fun, the Galway Oyster Fèill has a hard business element. Foreign importers travel to Galway every year to arrange annual contracts for importing shellfish from around the Tir. With business worth hundreds of millions of nuyen, important corporate executives make up a fair number of festival-goers. Not wishing to interfere with trade, the TRC lightens up its internal surveillance during the festival.

>>>>>[If a Mr. Johnson owes you a favor, call it in to get attached to one of the Galway-bound corporate teams.]<<<<<

—Traveler (19:32:44/7-APR-54)

>>>>>[In addition to the oyster buyers, gentlemen more interested in exporting items to the Tir that stink worse than oysters left to rot also engage in confidential discussions in quiet, secluded locations. Watch out for the naval HQ on Tawin Island; though officialdom claims it's just a naval surveillance and patrol-boat base, you can't miss the black berets all around it.]<<<<<

—Nikki the Greek (21:15:17/7-APR-54)

YEATS SUMMER SCHOOL

Running from June to September in Sligo, County Armagh, this summer-long event includes a galaxy of lectures, seminars, and study weeks on W.B. Yeats and other great Irish cultural figures. Students booking here give the Tir another important source of revenue; a week of study, including accommodation and basic meals, costs £750.

>>>>>[Great. Culture for tourists. Carefully selected fake Gaelic with culturally approved figures and selected texts. You'll learn nothing here.]<<<<<

—Sinéad F (23:17:52/7-APR-54)

>>>>>[Huh! You don't know where to look. Little workshops and impromptu discussions go on in the smaller pubs where some of the stranger Connaughtheads put out. The hermetics, mystics, and druids all hang around if you just keep your noise level down and *watch* instead of being a right thundergub. They're there; they just don't advertise, which is hardly surprising.]<<<<<

—Taranis (01:15:12/8-APR-54)

>>>>>[Dublin has plenty of *fèilla* all its own. We've listed them separately in the entry covering that city.]<<<<<

—The Pogue Mahone Collective (01:17:38/8-APR-54)

SPORTS

The Tir is famed for its traditional sports, Gaelic football and hurling. Attending the All-Tir Finals of these events is a must for many foreigners; distant relatives of the players travel thousands of miles to cheer on their heroes. Briefly, hurling is a fast-paced cross between rugby, football, and field hockey. Two teams of 15 players armed with long hurley sticks attempt to convey a ball-like object called a "slitter" into the other team's goal. Gaelic football contains elements of both soccer and Australian football, which allows handling of the ball. Tir natives passionately follow both sports. Players and fans run the gamut of humans and metahumans, save for dwarfs, who lack the size and speed needed to play well in either game.

>>>>>[For fellow runners everywhere, I offer a few more painless cover stories for getting yourself into our glorious nation-state.

First up, the Tir has unbeatable coarse and game fishing. Them as can afford the charges—up to £2,000 a week on the best rivers—can lead the life of Reilly trying this. The Tir makes a lot of money this way, so just tell 'em you're hankering after going fishing and they'll let you in. For sea angling, try Kinsale, Valentia, Kilmore, Rosslare, Achill, and Westport. Coastal locations are best; they're cheaper than renting a stretch of a salmon or trout river inland, though you can do that if you've nuyen to burn.

The Tir also offers coastal waters, especially in the west, where you can yacht, windsurf, or even scuba dive to your heart's content. Yachting gets a little hazardous because of the Veil, but a water sporting visit is easy to justify. Keep in mind that the government slyboys'll offer you a preplanned tour package; take it or you'll look suspicious.

American runners can head for the John F. Kennedy Memorial Park and find plenty of company. The Tir makes a lot of money out of seps headed this way to worship at the shrine of the only American president in the last century who wasn't a crook or obviously suffering from Alzheimer's disease or both. Personally, my taste doesn't run to historical figures who shared a good time with Mafia bosses. For those who make the trip to JFK, ignore the friendly local jokes about how your ship managed to cross the Atlantic without holing itself on the wreck of one of Teddy Kennedy's cars.]<<<<<

—Metal Mickey (01:19:52/8-APR-54)

IMPORTANT TÍR NAMES

When speaking with Tír folk, visitors are often confused about what to call the people and the country. The confusions of Tír speech and the delight Tír folk take in confusing visitors with subtleties add to the difficulty for the foreigner. With regard to the nation, the people, and Gaelic names, the following guidelines may be of use.

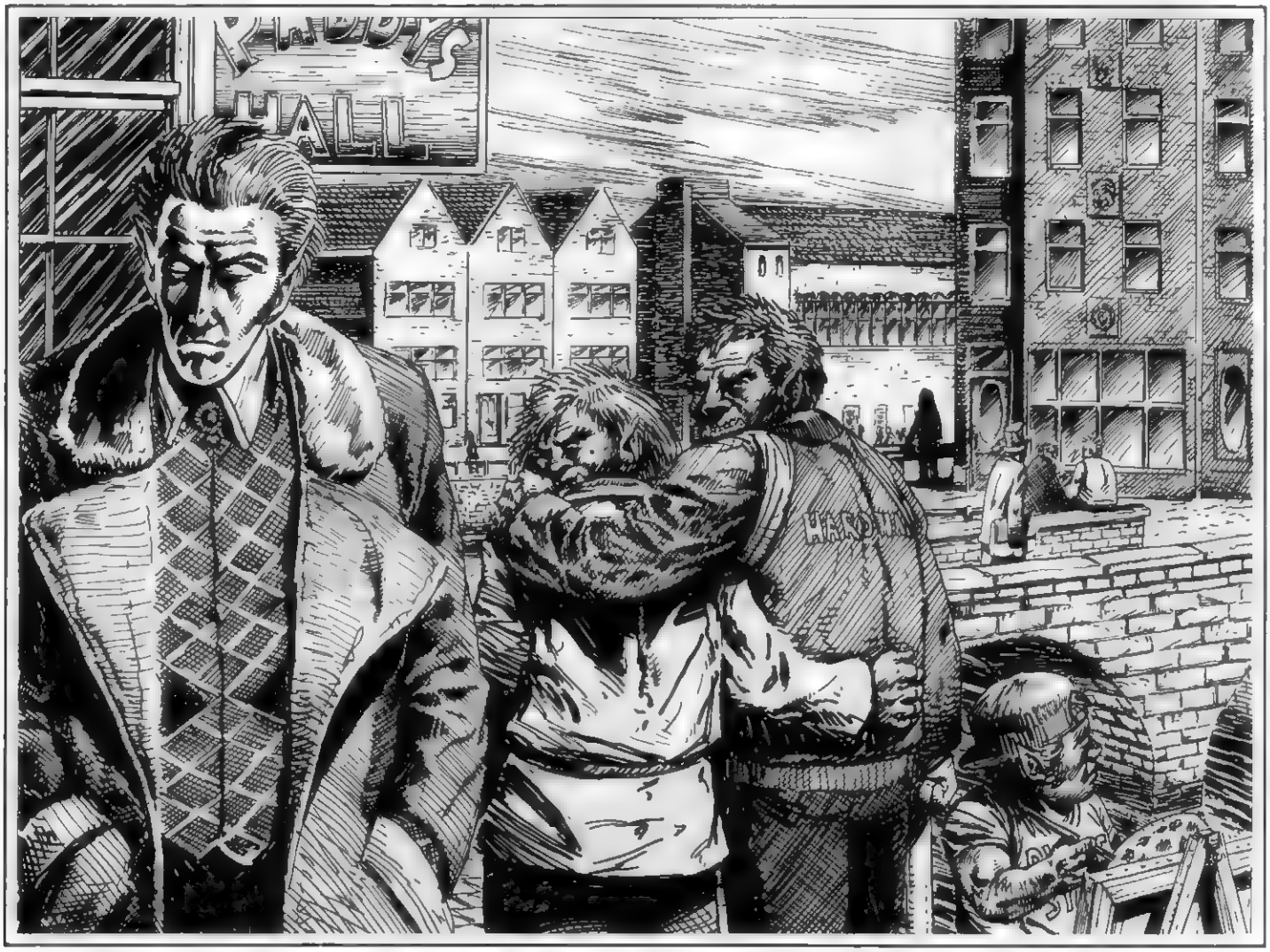
"Eire" is the name for southern Ireland used when Britain still ruled Ulster. No one uses this term except in a historical context, or as part of the word "Éireann" that frequently denotes state ownership. In the latter case, it is usually conjoined with Tír, as in the Éireann-Tír transport systems.

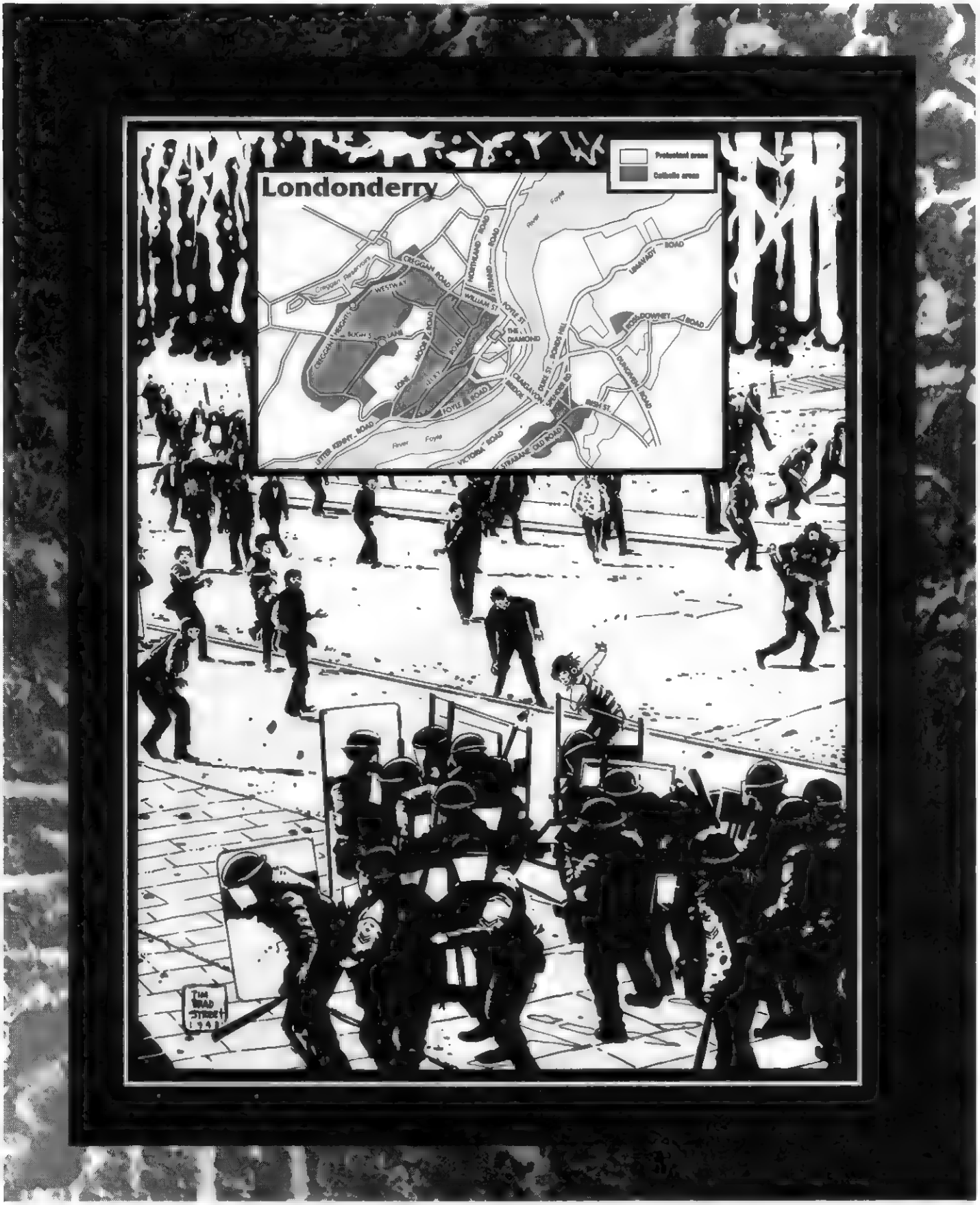
The name "Ireland," though synonymous with "the Tír," is gradually falling into disuse. Official documents refer not to Ireland, but to Tír na nÓg, or the Tír. However, many non-elven natives still refer to themselves as Irish rather than *tuatha* ("the people"), the official term describing citizens of Tír na nÓg. Elves of the Tír always refer to themselves as *tuatha*. Scions of the ruling Danaan Families refer to themselves as *Tuatha de Danaan*. Years of misinformation to the contrary, this term does not mean "people of the goddess Danu." It means "the people of craftsmanship," or "the artistic people." Because the Tír elves believe they have a unique, almost sacred role in the nation, they reserve the name *Tuatha de Danaan* for themselves. They refer to all non-elves as *tuatha*.

Surprisingly, the use of Irish/Gaelic names (Seán for John, Niall for Neal, Mhairtain or Mairtín for Martin, Daithí for David, Dónall for Donald, and so on) is haphazard. Though more common in rural areas, city-dwelling humans often regard the practice as pretentious. Elves tend to avoid it for a different reason; most *Tuatha de Danaan* feel that the Gaelic form only belongs to an elf who has mastered the mystical Ways and Paths. To take a Gaelic name prior to that time constitutes an act of *hubris*. However, some elves do take Gaelic first names, especially women.

>>>>>[Like we said earlier, one or two of us irresponsible souls have dumped down a little in the way of slang and some further confusions on language for all you gegs out there. Check out the final file, **Street Slang**.]<<<<<

—Fearghal Mac an Breatha (01:40:37/19-APR-54)




Londonderry
Protestant areas
Catholic areas
River Foyle
CREGGAN ROAD
WESTWAY
NORTHLAND ROAD
STRAND ROAD
WILLIAM ST
FOYLE ST
THE DIAMOND
LIMAVADY ROAD
BLUCHER ST
SOUTH LANE
LONE MOOR ROAD
FOYLE ROAD
CLARENDON STREET
QUEEN ST
BONDS HILL
SPENCER RD
ROSSDOWNEY ROAD
DUNGIVEN ROAD
LITTER KENNY ROAD
VICTORIA ROAD
STRABANE OLD ROAD
The Road to Derry 1969

HISTORY

The Tír's history is more easily understood in broad, sweeping themes than in specific historical events. To this day few of us truly understand the genesis and nature of the changes wrought by the Awakening, myself perhaps especially. Having learned one version of history, I have needed to work hard to see other sides of the story. In making public what I know, I can reveal much of the role of the Danaan in creating the Tír. It is my hope that others will take this opportunity to teach me the versions of Tír history that I never learned.

The bitter birth of Eire in the civil war of 1922 took the poison of the British occupation and transposed it into Irish hearts and minds. In a country still divided, with Britain retaining a toehold of sovereignty over the six counties of Ulster in the north, young Eire suffered cruel and hate-filled political conflicts. As Eire began, so it continued, steeped in a legacy of blood and anger. Over the years, the internal politics of Eire settled down to the two parties known as Fianna Fáil and Fine Gael, which became increasingly indistinguishable from each other. Yet peace never came to Eire; the festering sore of occupied Ulster reminded the Irish that their homeland was still divided by the hand of Eire's old enemy. The Eire Constitution called for the reunification of Ireland, and throughout the 20th century the fiery debates in the *oireachtas* (Parliament), whether in the elected Dáil chamber or the part-elected, part-appointed *Seanad* (Senate), often reflected the anger and longing embodied in that part of Irish law. The pain of a nation divided gave demagogues a deep reservoir of emotion to tap, allowing the unscrupulous to rise to power by recreating historical injustice as though it had happened yesterday.

In the 1970s, years that some still living can remember, the British Army slaughtered the innocents on Bloody Sunday and Ulster caught fire. For the last three decades of the 20th century, Republican freedom fighters and terrorists—two different kinds of people, for all that suggests otherwise—struggled against British oppression in Ulster. That a majority of Ulster's people wished to remain British mattered little to Republicans, who did not acknowledge any meaningful existence for Ulster separate from the rest of Eire.

>>>>>[That lie suited them well for propaganda purposes. Of course, their descendants know full well it is a lie; even the luighs, with their drivelling about "the Paths," acknowledge a sacred separateness for Ulster. We will take our birthright back.]<<<<<
—Paisleyman (17:24:35/8-APR-54)

>>>>>[Here's our first visit from the racist, fascist bigots of the north. "Luigh," for those who don't know it, means "weed," and the Prods regard elves as weeds in the good old parable sense of weeds and grain. Remember the tale from the Book of Tolerance? Got to hoe those weeds *out*. Who let this sick Nazi in here?]<<<<<
—Moynihan (17:37:44/8-APR-54)

>>>>>[*Please*. Let's hold off on this for a while??]<<<<<
—Analyzer (23:17:52/8-APR-54)

>>>>>[That's easy to say if you haven't seen any of your family brought home in a body bag.]<<<<<
—Moynihan (01:16:16/9-APR-54)

>>>>>[No one can deny that heroes, fools, and ordinary people fought and died (and still do) on both sides of the trouble. God, just let it rest.]<<<<<
—Cébha (02:10:19/9-APR-54)

Though the Eire and British governments tried to forge closer links, both within the EEC (European Economic Community) and within the ongoing Anglo-Irish Agreement process, progress slowed as a series of Conservative governments in Britain lost any vision or agenda beyond hanging onto power for its own sake. As negotiations ebbed near the turn of the century, terrorist action escalated in frequency and severity. The British initially reacted by increasing the strength of repressive measures, re-introducing 1970s-era policies of internment without trial for Irish Republican Army members and others they labeled "terrorists" in 1997. Not surprisingly, the increased repression bred increased violence, leading to even harsher crackdowns. Both mired in violence, the right-wing Conservative British governments of the late 20th and early 21st century and the brutal terrorist groups acted as virtual mirror images of each other. This balance of terror remained in place until the momentous events of 2011 shattered it, and sent Ireland along with the rest of the world in an unexpected direction.

TRANSFORMATIONS

Even before the cataclysms of 2010-2011 that heralded the dawn of the Sixth World, Eire had suffered less from pollution and the corporate ravages that blighted so much of the rest of Europe and the world. To their credit, Irish politicians had always advocated environmental protection. An abundance of hydroelectricity met Eire's power needs in lieu of nuclear facilities, and the nation never had much heavy industry or chemical production to poison its land and air. Eire's enthusiastic adoption of the so-called Euro-environmental "fast track," in alliance with the Scandinavian states and Germany, also helped protect the nation from environmental destruction. As for corporate exploitation, Eire's reputation as a backwater saved it from the kinds of disasters that befell other states. Eire's tiny economy was not worth corporate plundering, and the insignificant Irish punt attracted little attention from speculators. However, though Eire fortunately escaped the worst effects of corporate and industrial blight, it could not avoid all of the Sixth World's cataclysmic changes. The VITAS epidemic and Unexplained Genetic Expression (UGE) had consequences every bit as dramatic in Eire as elsewhere, even more so in the case of UGE.

Eire lost 22.4 percent of its people to the VITAS pandemic of 2010-2011. Other European nations also suffered a series of ecological disasters, but Eire went through far stranger and more subtle ecological changes. The dramatic storms, flooding, and seismic shocks that occurred around the eastern coastline in the spring of 2011, triggered by radioactivity leaked into the Irish Sea from British nuclear power stations, was the closest to a true disaster that Eire suffered. Other changes were far more subtle, many of them even benign.

The more dangerous changes included the first sightings of Fomorians in Connaught, and the small-scale but extreme land changes known as the "Plantation Shifts." In the second decade of the 21st century, certain areas of Irish soil in counties Antrim and Down of Ulster province and counties Cork, Kerry, and Limerick of Munster province underwent rapid degradation for no apparent reason. Within two years, these swaths of land became unfit for anything other than subsistence farming. Subsequent analysis proved that the degraded areas corresponded almost exactly to the boundaries of the so-called Tudor Plantations, granted by Henry VIII to prominent British families in the 16th century. The soil changes occurred throughout the Plantations, *whether or not the land had actually changed hands as Henry decreed*. At the same time, almost identically sized areas in Connaught and Meath changed inexplicably into bog, developing peaty soil within a year or so. Though no scientist has yet developed an explanation for this startling phenomenon, archaeological evidence shows that these regenerating bogs correspond to areas believed to have been bogs 2,000 or more years ago.

More benign ecological changes also occurred, such as the rapid growth of the western forests between 2011 and 2020. During this single decade, the forests spread from 5.1 percent to 12.75 percent of the land's surface, the amazing growth well documented by the satellite photography available at the time. Regeneration of the *sighe* roads and subtle changes to Ireland's vast numbers of cairns and dolmens also began, as I explain further in **Provinces of the Tir**.

ELVEN WAVE

As the land changed, so did the people. Between 2010 and 2020, elven children made up 41 percent of all registered births. By comparison, the percentage of births later classified as dwarfs amounted to a mere 4.1 percent. Nowhere else in the world did the percentage of elven births rise so high, nor were so few other metatypes born. Unlike the panic or loathing all too common elsewhere, the Irish people reacted to these unusual births with wonder and more than a little pride. From the beginning, human parents of elven children believed that their children were special.

Such a reaction showed an unquantifiable but real change in social consciousness, at odds with the typical reaction in the rest of the world. The following comments taken from a prominent newspaper of the time demonstrate the unusually enlightened thinking of the Irish people during a difficult, tumultous period.

> As we watch the momentous changes that beset the nations of Europe, we must consider ourselves favored by fate. The depredations of the VITAS epidemic have cost us a fifth of our number, yet we have lost fewer souls than in other nations. Moreover, the bewildering new somatotypes born among our children, which some commentators have dubbed "elven," has not inspired in us the irrational phobia and hatred arising elsewhere. It is to our credit as a people that we can witness such atrocities as the slaying of elven and other "different" infants in Korea, Malaysia, Singapore, and closer to our European home in Serbia and Rumania, and feel appalled by what we see. That the Catholic Church should call such innocents monsters and abominations in the sight of God pains us greatly, and has caused much soul-searching among all people of conscience. At a time when every family in the land mourns its dead, the spirit of love and compassion has welled up in the Irish people, who refuse to shed the blood of their children. Many among us feel that in this dark hour, when the church bells hardly cease ringing for all our loved ones slain by an invisible destroyer, the Church's call to renounce innocent infants born of our despairing flesh betrays a terrible corruption at its heart. Such a Church must lose our loyalty and obedience. Indeed, in these terrible days, do not many of us believe in our beleaguered hearts that God has given us these children as a sign of his blessing and love in our hour of need?
>
> —Editorial, *The Irish Times*, 17 September 2011

This editorial, hardly an unusual expression of popular sentiment, vividly illustrates a cultural shift of great importance. For the first time since Christianity's arrival in Ireland, the Irish people refused to obey the dictates of the Catholic Church. This split between Church and people sowed the seeds of Catholicism's loss of influence and paved the way for the eventual rise of the Council of Stewards. In direct defiance of the Catholic Church's dictates, the Irish people loved their elven children and believed them to be a special sign of grace. In time, to be the parent of an elf became a source of solace, a healing of the heart. In part, this feeling sprang from the idea that a new form of life had come to replace the lamented dead; it also heralded the transformation of the Irish consciousness in a deep, subtle, and inexplicable way.

>>>>>[Guilt also played a part. After so many had died, the families given this new life felt guilty; they dealt with that guilt by labeling their children "special." As a gift from God, the birth of an elf child had nothing to do with the parents' actions or worth; it just happened, so the family need not feel guilty at being so favored. This may sound weird, but gut-level emotion doesn't bow to logic. After all, UGE came along at a time when something between a fifth and a quarter of the world's population died in less than a year; under such circumstances, emotions get a little screwy. This widespread belief that the elven children were blessed helps explain how the elves could take over the land and change it to the modern-day Tir so swiftly.]<<<<<

—Analyzer (03:33:16/9-APR-54)

>>>>>[Hey, has anyone considered a connection between VITAS and UGE? No one's ever adequately explained either one. Could they be related? Did VITAS purge humanity of some trait, or even some other metahuman race, just prior to UGE? Just a thought...]<<<<<

—Mr. Munch (20:14:39/7-07-54)

>>>>>[A dark thought, Mr. Munch. I hope it is idle speculation.]<<<<<

—Aegis (08:54:31/7-10-54)

Along with the first wave of elven children, sightings of so-called faerie creatures became commonplace around Eire except for northern and eastern Ulster. Leshy, *gruagach*, and munchkins made up the bulk of the sightings, typically turning up in rural woodlands. Whenever possible, they avoided human contact. People also reported the first sightings of elementals and nature spirits at this time, though such occurrences remained rare. Unlike other nations, the people of Eire saw no dragons or dracoforms; to this day, none apparently exist in the Tir. I believe I know why, though I cannot present evidence publicly to support my supposition. On this sensitive matter, I must therefore remain silent.

>>>>>[Oh, so coy! Let us just say that elves and dragons care little for each other's company anywhere, even less so in a Heartland. You won't be seeing dragons in the Tir.]<<<<<

—Metempsychotic (04:14:40/9-APR-54)

>>>>>[Both are abominations.]<<<<<

—Paisleyman (05:11:11/9-APR-54)

>>>>>[Well, strike me dead! The Prod's on the same wavelength as Pope John Paul IV! No chawin' the rag between these craw thumpers here. Nail me up, chummers, I've just seen the light!]<<<<<

—Metal Mickey (05:23:19/9-APR-54)

BIRTH OF A REPUBLIC

During the spring of 2011, the IRA mounted a series of strikes against British military targets in Ulster with astonishing ease and success. Scholars of the time had little doubt that these strikes employed magic, using spells for assault and camouflage. The IRA carefully selected its targets to maximize British outrage and to revenge wrongs done to the Irish people. A pair of spectacular assaults claimed the lives of 75 members of the Parachute Regiment, 44 at Coalisland in February of 2011 and 31 more in Derry a month later. That particular British regiment paid dearly for its

reputation as the most oppressive and brutal agent of British military occupation. However, the most devastating act of this renewed terrorist campaign was the destruction of the SAS base in Belfast on April 14, 2011. Thirteen specialist operatives of that secretive and dangerous organization perished, along with eleven Protestant paramilitary groups used as informal death squads by British intelligence and the military. At the time, the British press hushed up the deaths of their Protestant allies, but the truth came out several years later.

All these events transpired almost three years before the Great Ghost Dance, widely credited as being the first large-scale use of magic in the Sixth World. This renewed wave of Republican action, with its disturbing suggestions of magical elements, frightened and confused British military, intelligence, and political figures. Unsure how to respond, the bewildered British and the Fianna Fáil government in Dublin sat tight, waited, and watched.

>>>>>[In fact, until about 2014 or so, nobody realized that the IRA used magic *ten months before* the famous Awakening Day on December 24, 2011. It took the American Indians years to work up the power for the Great Ghost Dance. How did the IRA get powerful, controlled magic so quickly? If you ask me, someone gave it to them. A frightening thought, but it casts an interesting light on the IRA's internal problems that came up a few years later.]<<<<<

—Necht (08:02:18/9-APR-54)

Within the next three years, Republican action escalated in Ulster and on the British mainland. The Aldershot elemental strike of May 2013 spurred a referendum in Great Britain concerning the future of Ireland. To keep its hold on power, the new Labour government had allied itself with the Liberal Party, which demanded that the government "consult the people" via referendum regularly as the price of its support. In a time of turmoil, the referendum on Ireland provided a useful distraction from other troubles. In a politically inept move, the Conservative Party opposed the referendum. After suffering through VITAS, major eco-disasters, and the shocks of UGE, the British people wanted to get rid of their troublesome, offshore province; they roundly rejected a political party that denied them the opportunity to express their views. A solid victory for Labour, the referendum gave a 78-percent majority vote in favor of negotiating with the Eire government to unify Ireland. On June 16, 2014, a rowdy House of Commons passed the Act of Dissolution. A week later, the Eire and British governments signed the Treaty of Galway that created the United Free Republic of Ireland.

Liam O'Connor and the IRA Schism

Far from laying to rest the troubles in Ulster, the treaty escalated them. Protestant paramilitaries, allegedly assisted by rogue elements of British intelligence, perpetrated countless outrages and atrocities in the province with economic support from overseas exiles. Even today, a low-level war simmers in Ulster. Despite the ongoing troubles, the Treaty of Galway handed the Republicans a swift and resounding success with unexpected consequences for the Republican movement.

Early in 2015, the IRA opened negotiations with the Dublin government. Though they had achieved a major goal with the creation of a unified Ireland, the IRA's political wing Sinn Fein wished to further certain policies. A key figure in the Republican strategy was Liam O'Connor, commander of the Derry IRA at the tender age of 28 years. Though many Irish know of O'Connor's subsequent history, few realize that he was a "spike baby," an elf born years before the Awakening of 2011. Until 2015, Liam used magical means and the tight-knit cellular structure of the Derry IRA to conceal his elven nature, but the truth came out during the talks with Dublin.

The revelation of O'Connor's heritage and the damning fact that a handful of his other key advisors and allies were also "hidden elves" indicated a conspiracy of frightening proportions to many non-elven IRA members. The resulting schism split the IRA into two factions. As the severely disorganized rump composed of human members seceded to form the Official IRA, Liam O'Connor organized the elves and his few human allies into a united

Provisional IRA. The Official IRA immediately broke off negotiations with the Irish government.

>>>>>[Well, frag me with a feather duster. Everyone knows about the schism, but you never hear what they were really about. That's intriguing. Can anyone confirm this story?]<<<<<
—Taranis (18:52:32/9-APR-54)

>>>>>[Look, Niall's kin to the man. He knows what he's talking about.]<<<<<
—Analyzer (23:16:44/9-APR-54)

>>>>>[I thought an Official IRA already existed.]<<<<<
—Traveler (23:35:47/9-APR-54)

>>>>>[Yes, as an ineffectual rump not involved in direct action. Later on a few humans left the Provisional IRA and joined the other side, but they never had a leader who might have built them into a worthwhile force.]<<<<<
—Analyzer (01:17:14/10-APR-54)

In its new role as the sole negotiator, the Provisional IRA struck a deal with the Dublin government that incorporated the IRA into the security apparatus of the state. The IRA had excellent intelligence concerning the Protestant paramilitaries who were giving the Dublin government an increasingly hard time, and Dublin welcomed its new allies with open arms. O'Connor's Provisional IRA formed the core of what would evolve from a counterinsurgency group to the Tir Republican Corps. In return for IRA help against Protestant terrorism, the Fianna Fáil government agreed to certain Sinn Fein-sponsored policy changes. The most important of these included stiff environmental protection laws, metahuman equality legislation, and government subsidizing of hermetic study programs. In decades to come, young elves would benefit handsomely from this last provision. The new policies proved popular with the electorate at large, and the government considered the accords a Fianna Fáil victory. However, they laid the groundwork for the TRC to gain access to virtually every sensitive area of information-gathering across the country. Within a few years, Liam O'Connor and his followers put their specialized knowledge and power to good use.

YEARS OF SCANDAL

Between 2015 and 2034 a series of scandals rocked public life and brought about the fundamental changes that led to the bloodless coup of 2034. Broadly speaking, these scandals affected three vital spheres of Irish life: the economy, politics, and the Catholic Church.

Political and economic scandals often intertwined, as the famous Molyneaux Scam of 2018. In that incident, government prosecutors convicted Health Minister Seamus Molyneaux and 14 of his departmental officials of skimming funds from contracts awarded to medical equipment supply companies. Similarly, the "Kavanaghgate" affair of 2022 brought down 17 business and political figures convicted of misappropriating EEC agrosubsidies. The list of such scandals reaches far beyond these two examples, and this well-documented episode of Irish history does not require a rehashing. For my purposes, the consequences of the scandals are more important than the events themselves.

>>>>>[My favorite was the "Walsh's hookers" business of 2025. That brought down three middling government ministers, two captains of industry, and a genuine Bishop Palatine in Limerick. Heck, if it hadn't been for the dust-up, how many people would even have *known* that Limerick's citizens included German-born Palatine Methodists?]<<<<<
—McManus (05:18:52/11-APR-54)

>>>>>[Many of the political scandals included both financial and social, specifically sexual, indiscretions. Those not native to the Tir must remember that while having a mistress might well commend the average French politician to his voters, the Emerald Isle takes a different view. A long Catholic history has seen to that.]<<<<<
—Protagonist (10:16:13/11-APR-54)

The string of scandals in business and politics weakened the authority of the state and some of its key institutions in the eyes of the Irish people. Unfortunate though they were, however, the scandals sprang from more than simple greed for money or power. In fact, they were engineered to bring down specific targets. The following statistics prove the truth of this assertion. Of the people convicted, only 0.6 percent were elves, out of an adult elf population of 12.5 perent. Of the convicted politicians, 41.5 percent belonged to Fianna Fáil, 36.8 percent to Fine Gael, and 21.7 percent to the Ulster party, the SDLP/Alliance Party, or to independents. These figures virtually match the proportion of votes cast for these parties in national and local elections during the scandal years. Clearly, the scandals were designed to harm *all* political parties equally. As for business scandals, no fewer than 62.5 percent of them brought down powerful individuals working for multinational corporations. The architects of these scandals used them to cast doubt on *all* established power blocs of the Irish state. Behind these machinations were two cells of the nascent elven TRC, one led by Liam O'Connor in Derry and the other by Seamus O'Kennedy in Dublin.

>>>>>[Phew! I never expected anyone just to say it right out like *that*.]<<<<<
—Sinéad F (04:12:12/12-APR-54)

The O'Connor/O'Kennedy axis dominated the TRC and formed the core of the coalescing Danaan Families that would one day take power in the Tir. Throughout the Years of Scandal, they used various ploys to discredit potential threats to their power grab. Magical surveillance, access to key government information through the TRC, and recruitment and placement of elven "sleepers" who spent as long as 10 to 15 years gaining the trust of employers before acting against them formed the obvious part of the strategy. More subtle efforts included so-called honey traps, extensive and brilliantly executed financial frame-ups. The most famous of these were the "Tuohy Accounts," created in the Swiss banking

system eight years before O'Connor and Kennedy used them to disgrace Willy Tuohy, a powerful advocate in the Wexford local government for open-government legislation. On occasion, they even resorted to ritual sorcery and the enlistment of spirit allies to achieve their ends.

Within the government, the majority of national scandals discredited members of the Dáil, the elected chamber of the national parliament, rather than members of the Senate. O'Connor intended to use the *Seanad* as the center of elven political power following his planned coup. According to my own relatives, Liam O'Connor set the date of the coup for December 11, 2034, his 55th birthday, at least ten years before it actually happened. Whether or not this is true, the scandals of Irish life greatly affected ordinary people and set the stage for the Presidential Impeachment of 2034. Before they could pull off their bloodless coup, however, Liam O'Connor and his Danaan allies had still to deal with a formidable power: the Catholic Church.

IRELAND AND THE VATICAN

Throughout much of Irish history, the Catholic Church had a strong hold on the Irish people. In the census of 2015, only the province of Ulster had a sizable population of non-Catholics. Each of the other great provinces of Leinster, Munster, and Connaught had Catholic populations as high as 90 percent. Despite disagreement with the Church's initial anti-metahuman policy, the Catholic bishops of Ireland remained powerful and influential. Catholic teachings on abortion, contraception, divorce, and most matters of personal morality still held great influence over the Irish people and their political leaders.

The first great weakening of this influence stemmed from the outspoken Papal Bull in the aftermath of VITAS and UGE, in which Pope John Paul IV denounced metahumans as abominations in the eyes of God. Though John Paul died in his sleep at the surprisingly young age of 61 within two years of this pronouncement, his death could not restore the great damage already done to Irish attitudes toward the Church. The Irish people refused to label their children abominations, and resented the Church for suggesting it. John Paul's well-meaning but ineffectual successor, John XXV, failed to re-establish Catholic power in Ireland. Soon after his accession to the papacy, several bishops who had refused to toe the line on the Papal Bull opted not to return to the Catholic fold. Instead, they remained allied with the Church of Ireland, a small splinter church that slowly gained numbers and influence as traditional Catholicism lost its hold. Changes to divorce, remarriage, and abortion laws between 2015 and 2024 further weakened Catholic influence. John XXV's reconsideration of the status of metahumans came too late to affect this decline in the Church's moral authority and status.

In spite of this weakening, Liam O'Connor regarded Catholicism as the greatest potential enemy of the Tír state he meant to found. He paid special attention to destroying the credibility of the Catholic Church in general and its bishops in particular. Between 2018 and 2024, O'Connor engineered sexual scandals that entrapped the bishops of Cork, Galway, Dublin, and Derry, along with many ordinary priests. Following the exposure of a prostitution network in 2025, which caused one bishop to commit suicide and two to flee abroad, Irish public opinion turned decisively against the Catholic Church. The dragnet caught 21 other priests in its net of exposure and humiliation and brought the once-venerable Catholic Church crashing down. The Church of Ireland stepped in to fill in the vacuum and O'Connor permitted it to grow in influence among the non-elven citizens of the Tír in order to prevent Catholicism from regaining its former emotional hold on people.

>>>>>[During this time, the four volumes of *Walking to the Light* appeared. The Catholic Church fell from power and the Ways and Paths took its place.]<<<<<

—Professor Keel (09:54:30/09-09-54)

The virtual disappearance of Catholic influence in Ireland bolstered the long-languishing Church of Ireland, and paved the way for the coup of 2034.

IRELAND AND BRITAIN

Its legal freedom notwithstanding, Ireland remained inextricably linked with its powerful eastern neighbor. The election of neo-fascist, Conservationist Party governments from 2025 through 2041 exacerbated Ireland's problems; the Conservationists strengthened British covert support of Ulster paramilitaries, and British-Irish relations became increasingly strained. Political problems, however, could not change the fact that Ireland still exported close to one-third of its goods to the UK. Commercial considerations, as well as an Irish expatriate community in the UK almost half the size of the indigenous Irish population, prevented Ireland from adopting a hostile, isolationist position toward the British. Irish popular feeling against the British became progressively stronger during these difficult years, but the Dublin government felt powerless to act effectively against such a vital trading partner. In some ways, British antipathy did Ireland a favor; to spite the British, France allied itself with Ireland within the EEC, bequeathing Ireland hefty EEC subsidies for many years.

>>>>>[It also placated those bastions of tolerance and unselfishness, the French farmers, because reciprocal Irish support made sure those worthless peasants kept pork-barrelling along at the expense of Britain, Germany, the Swiss, and the Scandinavians.]<<<<<

—British Patriot (13:30:18/14-APR-54)

>>>>>[Assay! Just because they chased British lorries along the roads of the Languedoc waving shotguns in the air doesn't make them bad people; but they *are* French, I guess.]<<<<<

—Cleasaiche (13:52:55/14-APR-54)

Realizing that Ireland needed Britain more than Britain needed Ireland, Liam O'Connor and his allies made an effort to forge ties with the elven nobles of Britain in the hope of eventually establishing warmer relations. Such young British nobles as the Duchess of Snowdon and the Marquis of Sherwood, who nowadays have close ties with the Danaan Families, were assiduously courted by O'Connor's ally and professional diplomat Seamus O'Kennedy.

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THE LAST OFFICIAL PORTRAIT OF LIAM O'CONNOR, *CIRCA* 2041

PAINTING BY JANET AULISIO

A CEILI BAND PERFORMS USING MAGIC TO ADD TO THE IMPACT OF THEIR ART

PAINTING BY JANET AULISIO

BOLDUEDD'S, DUBLIN: TIR NIGHTLIFE HAS AN ATTITUDE ALL ITS OWN

PAINTING BY DAVID MARTIN

TROGLODYTES OF THE WESTERN EDGELAND — A SURPRISE ON A DARK NIGHT

EVEN IN THE TIR, EVIL TOXIC FORCES ARE AT WORK.

BRIDGIT O'TOOLE, HEAD OF O'TOOLE TRANSPORT SYSTEMS, DRESSED FOR A FÊTE.

PAINTING BY RICK BERRY ©

THE SECRETIVE LADY BRANE DEIGH, QUEEN OF THE SEELIE COURT

PAINTING BY JEFF LAUBENSTEIN

TIR NA NOG: A LAND OF QUIET MYSTERY AND SECRET POWER

Patrick O'Molloy and the Wexford battalion of the TRC also used their skills to assist certain British elven nobles, hoping to gain needed goodwill thereby.

>>>>>[Behind that bland statement lies a bloody truth; the O'Molloys are the premier assassins of the Tír. Succession to the British House of Nobles is so much easier when inconvenient relatives die young, isn't it.]<<<<<

—Moleman (14:43:22/14-APR-54)

IMPEACHMENT AND COUP

The impeachment of State President Charles McGoldrick in June of 2034 threw the Irish state into turmoil. McGoldrick's implication in vidphone-tapping, illegal surveillance of political opponents, and corruption on a grand scale is so well known that I need not repeat the detail. Less well known is the pivotal role played by the TRC, both in feeding McGoldrick exactly the information he wished to hear and in later exposing him. Liam O'Connor executed McGoldrick's downfall with great subtlety, using Seamus O'Kennedy's charisma to make the bad news more palatable to the public. By pushing O'Kennedy to the forefront, O'Connor killed two birds with one stone; though O'Kennedy might carry the day and play hero of the people for a time, eventually they would come to regard him as a quisling. By plunging the state into chaos and using O'Kennedy as his mouthpiece, O'Connor assured the primacy of his own clan over a potential rival's.

Following the impeachment, Irish public opinion became volatile and enraged. All the scandals of the preceding 20 years came back to haunt the increasingly demoralized and impotent Dáil. Power passed to acting State President Eamonn McCarthy, a hapless elder statesman of 82 years, whose grip on it became increasingly fragile. On December 11, 2034, President McCarthy turned to Liam O'Connor and asked him to impose a state of emergency while the legislature and other influential government bodies thrashed out future constitutional changes. This seemingly simple request sealed the fate of Ireland; it gave Liam O'Connor the power to create the Tír.

>>>>>[Poor old McCarthy. They chose him as a puppet because he hadn't a whiff of scandal about him. He was so incompetent and ineffective, he'd never done *anything* of substance, let alone something to be reproached for. The perfect fall guy.]<<<<<

—Terry L (16:15:02/14-APR-54)

Within two weeks of declaring a state of emergency, Liam O'Connor had forced a whole series of constitutional changes through the Dáil and Senate. He justified these measures by the past history of scandals, Ireland's increasing difficulties within the EEC, and the eruption of Ulster paramilitary outrages in late spring and early summer. To ensure that public opinion went its way, the

TRC disguised its own black propaganda actions as Ulster terrorist attacks. To an outsider, it seems incredible that the coup of 2034 could have occurred so swiftly and with so little opposition. But Liam O'Connor had put 20 years of planning behind it, carefully manipulating information for public and political consumption. Slowly but surely, he and his followers created the national mood that allowed the sweeping changes to occur.

At the constitutional level, O'Connor diminished the power of the Dáil and increased that of the largely elven Senate. He cut local government powers, including the right to raise revenue. By billing them as emergency measures, O'Connor even passed laws enabling his allies to control information and currency. Within a few years, O'Connor's government relaxed the former in appearance if not in substance, effectively silencing what little opposition to them remained. And to make sure the pill went down with a good coating of sugar, O'Connor pulled one last, spectacular rabbit out of his hat.

To this day, corporate executives and academics use Seamus O'Kennedy's epochal Christmas trid broadcast of 2034 to illustrate brilliantly executed techniques of persuasion and manipulation. In a bravura performance, O'Kennedy laid out an appealing-sounding program of legislation wrapped in a gut-level, heart-stopping evocation of Irish destiny and purpose. The social changes included draconian new environmental legislation and a major outlay of resources into education, health, and social welfare. Huge penalties for corruption on the part of politicians and greedy capitalists made them scapegoats as much as the show trials of the next two years did. O'Kennedy railed at them for robbing Ireland, endearing himself to huge numbers of working-class Irish all across the nation.

The nationalistic appeal, however, ultimately won people's hearts. O'Kennedy cast the major changes of the Sixth World as part of Ireland's great destiny, emphasizing the coming of metahumanity and magic. He invoked Irish history from Celtic times, asserting that a deep-seated, unconscious awareness of destiny on the part of the Irish people had kept Ireland free from environmental catastrophe. Powerful appeals to the notion of the sacred land and stewardship resonated with the people, whose culture had never lost its mystical streak. O'Kennedy also praised the Irish for their refusal to sacrifice their elven children at the Pope's command. His eyes bright with tears, O'Kennedy named these children as the sacred guardians of Ireland, it's people, and their noble purpose. The elves, he said, were but humble servants of a sacred duty that had fallen to all the Irish people.

The last minutes of the Christmas add ress contained the most powerful appeal to Irish mysticism and the sense of manifest destiny. "As we discover our fate in a world that fails flesh and blood, it is time for the men and women of Ireland to reclaim the greatness given them by history, a greatness far beyond their small number. Today, as a new year beckons us in a new world, we claim the ancient, sacred birthright of our forefathers in a land we name as they did—Tír na nÓg, the Blessed Land." With this final statement ringing through the air, trid screens all over Ireland exploded in images of green glens, thriving forests, and clear Irish springs sparkling under a sunny sky.

When Eamonn McCarthy resigned on the grounds of ill-health in March of 2035, Liam O'Connor became State President. Seamus O'Kennedy became Minister of the Interior, and the avuncular Thomas O'Brien became Minister of State for Industry and Commerce. O'Brien's appointment reassured foreign countries of the new Tír's stability and gave Irish entrepreneurs hope that the new government intended to take care of their interests. This hope proved illusory; despite outward appearances, O'Brien made sure to give the Danaan families increasing control of the Tír economy.

LIAM VANISHES

Liam O'Connor's disappearance from public life in May 2043, at the age of 64, has never been explained to the public. Few even among the Danaan Families know of his reasons. Two years before his disappearance, after establishing the Court of Stewards and cajoling the skirmishing Danaan Families to make peace with each other, O'Connor married Brane Deigh. Not even his family could guess the reasons for this marriage to an elven woman less than half his age from an a Connaught family of little note. Soon after his marriage, he secured his wife's position as a Prionsa within the Court of Stewards and ensured her political power in her own right when he staged his election as High Steward in March of 2042. After Liam's disappearance, Brane proclaimed herself Rian, or "Queen," of the Seelie Court, a non-legislative body independent of the Court of Stewards or any other body of state.

I am one of the few who know why O'Connor disappeared; Liam was Walking his final Path. I will explain the Paths in detail later in these writings, but here I can say this much. When an elf believes himself sufficiently advanced along his life's journey, he may present himself before the Seelie Court and request permission to pursue his Path alone in future. Should the Court agree, the elf disappears from the social world and sometimes even from the physical. He may become a hermit, or dwell increasingly in other planes, but wherever he goes, he forsakes all temporal influence and connections. Effectively, such an elf is lost to the Danaan Families. For reasons of his own, Liam O'Connor never presented himself formally to the Court. He simply vanished.

My studies of O'Connor's disappearance lead me to believe that some of the Danaan Families suspected that Liam intended to disappear. Liam himself appears to have told the O'Kennedys, by way of compensation for using and discarding Seamus. The O'Molloys also must have known; a State President cannot simply disappear without help from his security forces. Secret knowledge by certain parties provides the only explanation for the extensive, unspoken horse-trading that went on after Liam vanished. The Danaan Families allowed Brane Deigh to preside over the Seelie Court, and avoided open O'Connor-O'Kennedy rivalry by appointing James O'Brien as State President and William O'Dunn as High Steward.

RECENT EVENTS

The elves of the Tír have cemented their hold on power through politics, business, media, and culture, and are now virtually unchallenged outside of Ulster. For the most part, enlightened social policies have made elves popular within the Tír; Tír citizens are better cared for by their government than almost any other people in the world. The Tír government spends more on education, health, and social welfare than American other European nations. The Tír economy has grown by an average of 3.7 percent per annum during the 2040s, the highest rate in Europe, and unemployment remains amazingly low. The land itself remains largely unpolluted, far less ravaged than in other nations. In Tír na nÓg, people are far less likely than citizens of other nations to be poisoned by the food they eat, mugged in the streets, treated like dirt by corporate employers, or bankrupted by a lifetime of debt through an accident or injury not covered by insurance.

This acceptance of Tír ways is more than the meek acquiescence of a sheep-like people. The changes of the Tír are beyond knowing, save to a few wise souls. One can try to explain the rebirth of the land by attributing it to the druids, though most of the changes precede their work. But the changes in the people's consciousness are no less real, though one cannot photograph them as one can the spread of the forests or drumlins. With the rise of Tír na nÓg, something in the Irish *soul* has begun to change.

Some might ask, is this not paradise? No. Not if you seek freedom or resist the transformation of consciousness, or even if you appreciate and understand as I do that freedom *from* means more than freedom *to*. This understanding separates civilized people from barbarians.

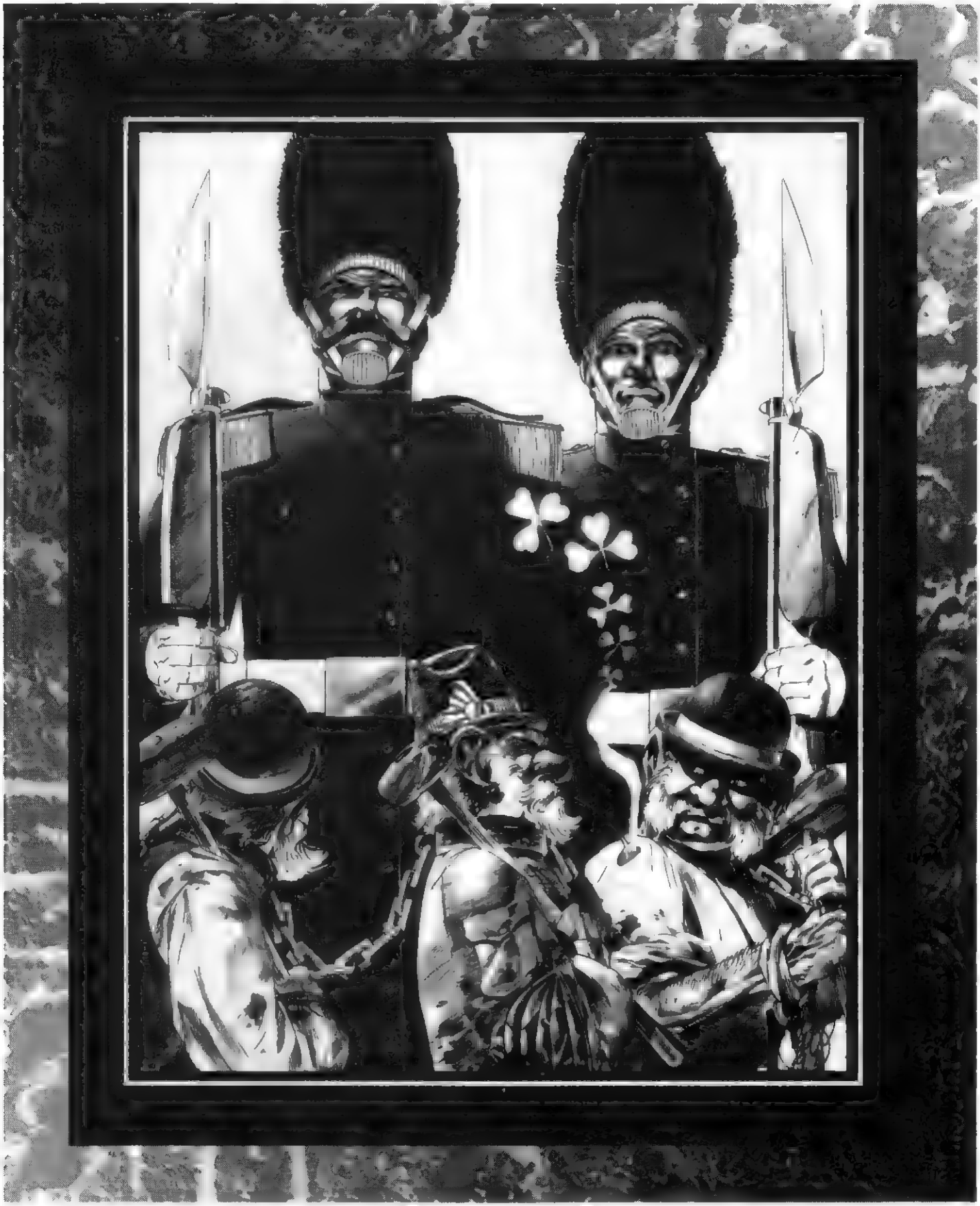
>>>>>[Whoops! Bit of a value judgement there.]<<<<<
—Traveler (03:12:51/15-APR-54)

>>>>>[Yes, but he's saying that his awareness of the Tír's repressiveness comes despite this view. That gives his statements all the more force.]<<<<<
—Analyzer (04:11:11/15-APR-54)

Above all, the Tír falls short of paradise because of the way the elves themselves have begun to change. The idea of stewardship is more than a convenient myth; as one born and raised to believe it, I know it is a true calling. The thought that elves are born to serve the Tír, everything it is and everything it should be, ennobles all who hold it. But the underlying yearning to follow the Paths contains within it the seeds of fascism and oppression, of seeing other races as lesser beings. I have seen those who set out on a Path and receive the initiations come to despise the other folk of the Tír. Unless someone stops them, I believe the Danaan Families will one day have their elven nation with a vengeance. The Tír will become a wholly elven nation because all other races will be driven out; or, if allowed to remain, treated as dirt. According to the Paths, other races are *literally* dirt in different manifestations. My terror of this warping of the elven soul, to the lasting harm of a people and homeland I love, has forced me to write these words. The world must know of the danger, and people of conscience in every race and land must gather to avert it.

>>>>>[A bit apocalyptic, isn't he? I mean, do we *really* need another doomsayer claiming the imminent end of Things As We Know Them?]<<<<<
—Cynic (05:05:38/15-APR-54)

>>>>>[You haven't read Niall's file about the Paths yet. When you have, you may wish to reconsider your opinion.]<<<<<
—Analyzer (06:00:53/15-APR-54)



GOVERNMENT, LAW & POWER

In theory, Tír na nÓg is a democracy. It has a national parliament (*oireachtas*), consisting of the President and two assemblies, the Dáil and the Senate (*Seanad Éireann-Tír*). In practice, the powerful Danaan Families control considerably more than meets the public eye.

The President is elected by universal democratic vote, though no candidate can hope to win election without the support of the Danaan Families. The Constitution Acts of 2035 and 2044 vested most government power in the Senate, making the office of President largely ceremonial. The Dáil comprises 222 members elected by universal adult suffrage, with half elected by majority vote and the other half elected by proportional representation. The majority-vote members of the Dáil each represent one parliamentary constituency, and the proportionally elected members serve on behalf of one of the Tír's 31 counties. The 55-member Senate includes 11 members appointed by the *taoiseach*, or Prime Minister, and 44 elected by special interest groups in the areas of education, culture and the arts, business, and various metahuman populations. These special interest groups elect non-appointed members of the Senate in a variety of ways. For example, metahuman members are elected by universal suffrage within the racial group in question, whereas cultural appointees are selected by university dons, the Cultural Boards, and other relevant, interested parties.

A joint conclave of the Dáil and Senate elects the *taoiseach*, who in turn appoints the remaining 20 percent of the Senate members. Though in most cases the *taoiseach* leads the largest parliamentary party, this is not always true. The *taoiseach* has immense power and influence with respect to the Senate, in which the Tír's true governing power lies.

>>>>>[So if you want to stay a Senator, you know who to vote for.]<<<<<
—Ludovic K (15:22: 05/16-APR-54)

>>>>>[And the so-called "universal democratic vote" has a neat little twist. Our glorious educational system decrees that anyone fit and willing to receive higher education has a right to do so until the age of 24 years. The elves herald this as a sign of enlightenment; education is a primary right, they say. However, they also say that a democracy needs an educated electorate. Therefore, the legal minimum age for voting is guess what? 24. Just for a moment, work out what short percentage of your lifespan you spend actually having the right to vote if you're not the right metatype: say, if you're an ork or a troll. Notice how those who live longest get the best deal? Clever, eh?]<<<<<

—Paper Chaser (15:30:02/16-APR-54)

>>>>>[Who cares? Some types are too stupid to go to college and too stupid to vote. String 'em up; that's the only language they understand.]<<<<<

—Belfast Cabbie (15:33:22/16-APR-54)

>>>>>[Of course, most of the 44 elected Senators are as trussed-up as chickens. The Danaan Families control trade, so they have the business members in their pockets. As for education and the arts, all the money comes from government subsidies. All the government funding of the arts and education, plus our interesting laws on "the integrity of the Tir heritage" which formed part of the 2044 Constitution Act, make it pork-barrel time for those who toe the line and starvation in a garret for anyone who doesn't. Guess how many people buck the system at that price? Of the 55 Senators, 37 are elves anyway. Aside from the odd stroppy ork from Belfast, the elves have the Senate in their pocket.]<<<<<

—Moleman (19:13:33/16-APR-54)

The Constitution Acts shifted the balance of power dramatically away from the Dáil and toward the Senate. The Senate initiates most legislation; the Dáil can only propose legislation to the Senate through Joint Senate-Dáil House Committees. On its own, the Dáil can only propose amendments or return legislation for further consideration by the Senate. They may exercise this second right only once, for a period of 30 days. Once the Senate has determined the final drafting of a parliamentary bill, the Dáil can delay its implementation for a maximum of 90 days. The current balance of power exactly reverses the state of affairs that existed prior to the Constitution Act of 2035.

The following individuals currently hold the major offices of state. All are elves unless otherwise noted.

President: William O'Dunn
Taoiseach: Martin O'Connor
Minister of the Interior: John O'Molloy
Treasury Minister: Richard Brinsley O'Toole
Foreign Secretary: Samuel O'Kennedy
Environmental Regulation Minister: Richard Burke (human)
Minister of Arts and Culture: Gerry O'Brien
Minister of State for Trade and Industry: Kieran MacMurrough
Minister of State for Health and Social Welfare: Elizabeth Duffy (human)

>>>>>[No Defense Minister, of course. The Tir claims it doesn't need one for its tiny standing forces. The Defense Secretariat comes under the umbrella of the Ministry of the Interior, headed by junior minister Maeve Fitzgerald. She's a hard-faced cow, as vicious as O'Molloy.]<<<<<

—Moleman (20:02:40/16-APR-54)

>>>>>[The Tir makes "national heritage" and all that muck the linchpin of education, so the Education Department is actually part of the Arts and Culture Ministry. This makes Gerry O'Brien a powerful elf indeed. He shouldn't be Flanaganning, though; it won't help his career prospects.]<<<<<

—Poguer (20:33:17/16-APR-54)

>>>>>[OK, what's "Flanaganning?"]<<<<<

—Traveler (22:11:11/16-APR-54)

>>>>>[Rubbing your secretary. The term comes from one of our more colourful, if minor, scandals a while back. Junior Minister Patrick Flanagan was vidtaped indulging in physical recreation with a curvaceous redhead in his office. What made it so memorable was the number 17 shirt of the Kilkenny Gaelic football team he was wearing at the time. Truly a sad fetish of a sad man.]<<<<<

—Poguer (22:47:32/16-APR-54)

LOCAL GOVERNMENT

Each of the Tir's five provinces has a local assembly, with representatives elected by universal adult suffrage to represent the interests of the 31 counties. Assembly size varies depending on the population and number of counties within each province. The provincial assemblies can raise small amounts of tax revenue, dispensing them for such civic purposes as street cleaning, road repair, garbage collection and disposal, and similar functions. Provincial assemblies also organize the feilla within each province, though the central government dispenses the money. Overall, almost 75 percent of the money spent by local government comes from the centrally controlled Dublin Treasury. Lacking control over its own purse strings, local government has little real power. Understandably, representative elections meet with widespread electoral apathy.

>>>>>[On the upside, it's easy to get elected as a representative. You can use that position to ask awkward questions of government ministers.]<<<<<

—Paper Chaser (16:11:40/17-APR-54)

>>>>>[Yeah, but you only get handout memo replies, and those turn up months late.]<<<<<

—Sinéad F (23:00:51/17-APR-54)

POLITICAL PARTIES

Because political parties only have influence within the less powerful Dáil, they matter little in the Tir. According to laws passed when years of scandal had destroyed the reputation of political parties, Senators cannot claim party affiliations. This

constitutional change, intended to keep one house of parliament truly independent to better reflect the will of the people, met with considerable acclaim from the Irish people. In practice, it allows the elves of the Tír almost unlimited political sway over their fellow citizens. Diminished in power or not, however, the following political parties continue to exercise what influence they have left.

FIANNA FÁIL

The party of De Valera dating from the Irish civil war, Fianna Fáil traditionally espoused an anti-British, staunchly Republican line. From 1932 to 2035, it played a dominant role in government, and still enjoys more influence than any other political party. As an enthusiastic supporter of the cultural changes in the Tír over the past 20 years, Fianna Fáil receives covert support from the Danaan Families. Roughly one-fifth of its members in the Dáil are elves, and it consistently receives roughly 40 percent of the vote in national elections.

>>>>>[There's irony for you; the bolshie, stroppy party of much of our history has become the poodle of the dandelion-eaters. More than any other, this party bought straight into all the "Irish destiny" claptrap. And don't they *love* going to expensive restaurants for chummy meals paid for by elven Senators, who give them token chairmanship of the joint House Committees from time to time. Only the nice, safe appointments, of course, like the House Committee on National Parklands.]<<<<<

—Cleasaiche (23:53:02/17-APR-54)

FINE GAEL

Traditionally a middle-of-the-road party that played a conciliatory role in Irish politics, Fine Gael has few elven supporters and even fewer members in parliament. Because elven support has drifted to Fianna Fáil, Fine Gael has become a party of humans and a handful of non-elven metahumans. Its lack of elven backing, added to its permanent exclusion from power and influence for long periods of Irish history, has given it a reputation in many quarters as a party of do-nothings. Despite garnering a consistent 31 percent of popular support, few of its parliamentarians have achieved positions of importance.

>>>>>[Dozy eegits. How many Fine Gael MPs does it take to change a lightbulb? "Sorry? I didn't know any lightbulbs needed changing. I'll look into it for you."]<<<<<

—Cleasaiche (00:02:17/18-APR-54)

ULSTER UNITED PROTESTANT PARTY (UUPP)

Supported by 19 percent of the population, almost exclusively human Ulstermen, the UUPP plays a purely disruptive role in Tír politics. Favorite tactics of its members include staged walk-outs from parliament and House Committees, and similar grandstanding. Fortunately for the Tír, the UUPP borders on an internal schism between the political wings of the two leading Ulster Protestant paramilitary groups, the URF (Ulster Revolutionary Force) and the New Ulster Resistance Movement (NURM).

>>>>>[An interesting point of view from ole Niall, considering his overt condemnation of the Tír government. The UUPP and her militant siblings are the revolution to come. He should praise them, not damn them.]<<<<<

—Kyle One (01:10:51/7-21-54)

LABOUR/SDLP ALLIANCE

This hybrid party combines the old Irish Labour Party and the Ulster-based Social Democratic and Labour Party. Irish Labour found its niche as a working-class, socialist party, but found its support dwindling outside its urban heartlands due to the modern-day Tír's steadily rising standard of living and excellent social welfare provisions. The SLDP, an anti-terrorist but pro-Republican party dating back to the years before the formation of the United Free Republic, brought Irish Labour rural support in exchange for urban political power. Though its support in elections hasn't yet reached double figures, the Alliance is slowly becoming the major vehicle for non-elven metahuman votes and electoral protest outside of Ulster. Alliance policies on social welfare issues virtually match those of the Danaan Families and the Senate, so this political party functions mainly as a safety valve for lingering discontent. As such, its existence suits those in power.

LAW AND ORDER

Tír na nÓg does not have a UCAS-style Bill of Rights, a Freedom of Information Act, or anything like them. Instead, the Constitution Acts of 2035 and 2044 delineate a balanced set of rights and responsibilities for every Tír citizen.

The rights enshrined in these Acts are exclusively freedoms to have or do something, rather than freedoms from something. In addition, each right carries with it a reciprocal responsibility. As an example, Article 1.4 of the Constitution Act of 2044 states that "every citizen of the Tír has a right to gainful employment in accordance with his abilities and talents." Article 9.4 describes the corresponding responsibility, namely that "every citizen of the Tír shall demonstrate to the Tír and its duly appointed officers and inspectors his availability for gainful employment in accordance with his abilities and talents." Along with his right to work, a Tír citizen must prove himself available for work, and take what jobs he is offered. Only by accepting his legal responsibilities may a Tír citizen enjoy the benefits of his constitutional rights. In what may be a unique viewpoint, Tír law regards responsibilities as conferring benefits on citizens in the same way that rights do. Other rights enshrined in law include the right to receive shelter, the right to receive sustenance, the right to education, the right to health care in accordance with need rather than ability to pay, and the right to participate fully in the cultural life of the Tír.

>>>>>[The last one carries an interesting corresponding responsibility; in exchange for our right to participate, we Tír citizens must respect our artistic heritage. By law, we cannot express ourselves in ways that debase, demean, or devalue that heritage. You can imagine the scope this law allows for enforcement.

—Sinéad F (01:16:32/18-APR-54)

Much like Britain, the Tir government keeps extensive electronic records on the rights, responsibilities, and activities of both citizens and visitors. The datanets that contain this information, guarded by complex and often lethal IC, are the Central Crime Registry, the Social Benefit Registry, the Interior Affairs Registry, and the Environmental Regulation Registry.

CENTRAL CRIME REGISTRY

This central Garda computer database is located at Arbour Hill, Dublin 7. The TRC has a separate system in Derry, whose specific location moves every two years. Not surprisingly, the TRC keeps the location of its datanet a closely guarded secret.

SOCIAL BENEFIT REGISTRY

Located in Cork, this database holds information on all Tir citizens pertaining to state-mandated benefits and personal educational, work, and health histories.

>>>>>[Those elves who run businesses have this useful information at their fingertips. If you sell children's clothing, it's great to know who has five brats in their family. If you know their socio-economic class as well, you know exactly how to pitch your junkfax or trash mail to bring the customers drooling in.]<<<<<

—Slater (03:13:03/18-APR-54)

INTERIOR AFFAIRS REGISTRY

Located in Dublin, the IAR database includes DNA codes for registered hermetics, counter-surveillance data, intelligence on the British government and VIPs, and data on minor aspects of corporate registration and practices. Most counter-surveillance data rests in the TRC system, which the IAR database can access. Though the IAR database includes intelligence on the governments and political figures of all foreign countries, Interior Ministers concern themselves only with data on Britain. For other countries, such data is the province of the Foreign Ministry.

ENVIRONMENTAL REGULATION REGISTRY

The ERR contains megabytes of environmental data on the Tir and the rest of the world. This system supports Eco-Net, a smaller database that tracks corporate observation of the Tir's stringent environmental laws. The ERR carries high levels of security, to protect the sophisticated algorithms and programming employed for its prognostic programs.

>>>>>[Don't frag with the ERR and TRC. As long as you stay away from the prognostics, the ERR won't kill you; but black IC rings those prognostics programs because the Tir makes money out of them. As for the TRC, only people with a serious death wish even *think* of cracking the thing. Hostile deckers wander about in there all the time.]<<<<<

—Slater (03:24:17/18-APR-53)

>>>>>[All Tir government systems have heavy sculpting, regardless of their security ratings. Sculpted systems are a key feature of Tir programming; the subtle, distinctive iconography is an art form in itself.]<<<<<

—Skinny Puppy (04:00:03/18-APR-54)

>>>>>[The ERR has such top-flight security because most of it is custom hardware running custom software. Every scrap of the thing was designed specifically for the function it fills. The ERR has almost no OTS (off-the-shelf) plazz in it.]<<<<<

—Lerge (04:02:51/18-APR-54)

LAW ENFORCEMENT

The Garda are the Tir's civil police, and within the Garda the Tir Republican Corps functions as an elite, "secret police" law enforcement agency. Both forces have national jurisdiction, but the TRC is far more dangerous. Most Garda officers, not renowned for their formidable intellects, regard their work as a job like any other. The TRC, on the other hand, tend to see themselves as the Tir's foremost guardians, and they do their job with an almost religious zeal.

Because serious crime rarely occurs outside of Ulster and a few southern cities, Garda officers do not normally carry firearms, though they do stock pistols in their cars and vans. The small armory attached to each Garda station contains rifles, anti-personnel weapons and in the cities, anti-riot equipment. TRC officers, by contrast, always bear arms, and have access to heavier weapons than the local Garda stations can provide. They also have much wider jurisdiction than the Garda, with virtually unlimited powers of search-and-seizure and arrest.

>>>>>[Up north in Ulster, the Garda are strictly small beer. They look after traffic flows in peaceful Doneghal, and that kind of thing. The TRC handles the tougher security stuff, and they're armed to the teeth. Mobmasters, heavy and automatic weapons, you name it. And that doesn't begin to touch the *real* weight they can throw around.]<<<<<

—Hooligan (04:44:17/18-APR-54)

>>>>>[The TRC combat mages are the real threat. These absolute, utter bastards toss off spells with a Force Rating as high as the Eiffel Tower, and can hardly stand up straight for the weight of spell foci and locks they lug around with them. The TRC trots out these maniacs when the URF decides to throw a party in downtown Ballymacarrett, or when incendiaries light the way down the Shankill Road, or a cloud of toxic smog drifts down into the Falls. Run into a TRC combat mage and you're boxed before you even know he's there.]<<<<<

—Torc Talk (05:01:16/18-APR-54)

>>>>>[Don't overlook the Netwatch Division of the Ministry of the Interior. Netwatch Matrix-snoopers sniff around for unauthorized intrusions onto their patch, and unlicensed activity in general. Take warning, terms; they have hot deckers with top-drawer equipment. Every man of them has MacDermot Labs software up his sleeve, so don't frag with 'em. Jack out before they scorch your brain.]<<<<<

—Slater (05:12:17/18-APR-54)

REACH FUILEACH

The most fearsome element of all Tír security forces, the name of this TRC sub-unit means "the bloody body." Symbolically, the name denotes a body bloodied by violence leveled against it, and implies that the body so oppressed can easily and forcefully avenge any wrongs done to it.

The *Reach Fuileach* comprises 36 elves, each a Follower of the Path of the Warrior and a physical adept. Each member devotes his life to protecting the Stewards of the Tír, and every Steward draws his personal bodyguard from this band of fanatical loyalists. (I will explain the Path of the Warrior and the meaning of the term Steward in the **Ways and Paths** file, further on in this document.) At any given time, half a dozen or so of the *Fuileach* are on active duty in Ulster, usually working as assassins.

>>>>>[Frag me, I had these guys pegged as thick-headed body-guards in serious shades and berets that the haughtiest elves dragged around to impress people.]<<<<<

—Cleasaiche (02:20:26/19-APR-54)

>>>>>[A common mistake. The *Reach Fuileach* are the deadliest assassins the Tír has to offer, and it has a fair few. Of course, each one receives considerable magical and technological enhancement to make them the deadliest things on two legs. An old joke goes that if you shake one of these guys' heads, it rattles: not because they're solid bone with a pea in the middle like the Garda, but because of all the skillwires shaking around inside. Not strictly true, but that's by the by.

The nastiest thing in the *Reach* arsenal is the morph-seeking weaponry these guys carry. Now that's *shivery*. These sniper weapons have built-in computers that use software to recognize and analyze faces, profiles, and individual attributes. The software links into the recognition systems in the sniper's visual cortex. The algorithms can use any accuracy threshold; 90 percent certainty, 99 percent, whatever. Using this software, the weapon will only fire at a recognized, individual target. If you want to shoot Patrick Molloy, the right array of pattern-recognition systems can keep your weapon from firing until it gets Patrick in the crosshairs. Unless you override by switching to manual, it won't even fire at his identical twin. One benefit, if you can call it that, is that the *Reach Fuileach* have an unequalled record for clean kills. They don't need to make area-effect hits, so they don't catch bystanders. Of course, if one of these death-dealers comes stalking you, you're dead. Even if you know he's there, his reflexes are so wired that he can shoot you before you spin around to give him a suspicious look. And don't think magic can help you. These fellas carry custom spell locks that can kill your detection spells stone dead on the way to killing you. Even the most talented chappie in creation couldn't magically detect one of them, not even one standing right behind him.

And here's another nasty caveat. The armoring, magical enhancements, and weapon guidance systems these chappies have can turn on any nearby target once they detect an EEG flatline from their mark. Anyone so much as touches the corpse, it's Fireworks Night.

Mossad buys gear from these guys. Most other folks just wish they could.]<<<<<

—Torc Talk (02:51:44/19-APR-53)

>>>>>[Frag me.]<<<<<

—Padraig (06:16:32/19-APR-54)

TÍR MILITARY

The Tír has a tiny standing army of only 7,000 troops. In addition to its nominal role as a defending force, the army carries out such domestic duties as protecting government centers in Ulster and providing the TRC with logistical support to quell major unrest. Military service is voluntary, and applicants for the army are screened as carefully for suitability as recruits for the TRC and other police forces.

>>>>>[Translation: If you want in, be an elf or a human with a long record of supporting the government. Try getting a Fianna Fáil membership card. Unlike the TRC, about 75 percent of the army are humans. They're disposable, after all.]<<<<<

— Cleasaiche (02:17:41/19-APR-54)

The air and naval forces of the Tír are also small, but well equipped and maintained. As the Tír's foremost protector against unwanted immigrants and seafaring smugglers, the Tír navy boasts swift and well-armed coastal patrol vessels. The Tír Air Force relies on squadrons of highly maneuverable French Mirage-37000 jets, which in tandem with the navy defend the Tír against unwarranted intrusions. A Tír Air Force pilot typically issues only a single challenge before launching a missile attack against an invader.

>>>>>[The Tír military has also fully intergrated its magical support. Magic plays a role all strategic, operational, and tactical decisions. If you end up dancing with a trio of Mirage 37Ks, at least one air elemental is likely dancing with them.]<<<<<

—JAFO (02:19:10/19-APR-54)

CRIMES AND PUNISHMENT

No system of local laws exists in the Tír, save for those that apply in Ulster as part of the ongoing state of emergency. Punishments for various offences are similar to those given in other European nations, but the Tír has specific exceptions pertaining to environmental and artistic laws, as well as unusually stiff penalties applying to controlled substances and articles.

The Tír government tends to punish use of weapons much more heavily than in other nations, but mere possession carries a lighter sentence. To lower the risk of terrorist actions in Ulster and also the activities of armed criminal gangs in certain other areas of the Tír, the law allows a Tír citizen to own only certain types of personal weapons for self-defense. Possession of heavy and automatic weapons does not fall under self-defense and carries a stiff fine or a prison term. Fines and sentences for unlawful use of any weapon far exceed the norm for most European nations.

The concept of transport as a separate offence does not exist in the Tír. Possession of a restricted or illegal item, threatening or dangerous behaviour with it, and actual use of the item are the legally recognized categories of offence. Unlike much North American law, Tír law makes no distinction between "use" and "intent." If someone employed the thing, most courts assume he did it for a reason. And even if a lenient court decides that he had no reason, they still consider him guilty of dangerous behaviour involving the item. To the Tír courts, any actual use implies intent. Intoxication at the time of use is not an accepted legal defence.

The figures in the table below represent average sentences and/or fines for various offences. At their own discretion, Tír judges may increase or decrease fines and terms of punishment by up to 50 percent above or below the figures shown. Needless to say, most judges lower the punishment when the offender is a Tír elf. Indeed, if the offender comes from the right family, a lesser offence may not come to court at all. Certain special circumstances may also sharply increase sentences. For example, evidence that an individual illegally possessing a firearm is a member of a terrorist organization would bring a far harsher sentence for that possession, in addition to the sentence incurred for belonging to a proscribed organization. Dealing or trading in restricted items brings a sentence of 6 months to 20 years depending on the item; up to 20 years for trafficking in heavy weapons, military weapons, or addictive substances. Fines for such offences in lieu of jail terms can run as high as 10 times the amount shown on the table below.

CONTROLLED WEAPONS AND EQUIPMENT

The following Fines and Punishments Table corresponds to that of other nations, with the following categories similar to those found in British law:

- **Class M1:** Addictive controlled substances or biotechnical devices.
- **Class M2:** Nonaddictive controlled substances other than alcohol, which may be legal abroad but not in the Tír.
- **Class CD:** Unregistered cyberdecks and Matrix software.
- **Class N:** Unregistered magical items of any nature (fetishes, grimoires, spell foci, and so on).

FINES AND PUNISHMENTS TABLE

Weapon/Item	Offence and Fine/Punishment		
	1	2	3
	Possession	Threat/Danger	Use
(A) Small Bladed Weapon	—	¥2,500	10K/4 mo
(B) Large Bladed Weapon	—	¥7,000	¥20K/6 mo
(C) Blunt Weapon	—	¥2,000	¥10K/ 4 mo
(D) Projectile Weapon	—	¥3,000	¥15,000/6 mo
(E) Pistol	¥5,000/6 mo	¥12,500/9 mo	3 yrs
(F) Rifle	¥10K/1 yr	¥20K/1 yr	4 yrs
(G) Automatic Weapon	18 mo	3 yrs	10 yrs
(H) Heavy Weapon	2 yrs	5 yrs	20 yrs
(I) Explosives	2 yrs	5 yrs	20 yrs
(J) Military Weapons*	2 yrs	5 yrs	25 yrs
(K) Military Armor	¥6,000	—	—
(L) Ammunition**	¥3,000	—	—
(M1) Controlled Subs/Biotech	¥10K/18 mo	—	—
(M2) Nonaddictive Substance	¥500	—	—
(N) Unlicensed Magical Item	¥1–20K	—	—
(CA) Class A Cyberware	¥20K	—	—
(CB) Class B Cyberware	¥15K	—	—
(CD) Unlicensed Decks/ Matrix Software	¥3–30K	—	—

Notes

*Automatic death sentence for use if individual is also a member of a terrorist organization.

**Double the fine for possession of heavy weapons ammunition; 2-year automatic jail sentence in the case of ammunition for military weapons.

>>>>>[Yes, well, don't go trying to get an import license to bring any weapons into the Tír, will you? You won't get it, and they'll likely refuse you a visa for asking. If you have a cybergun or some similar fancy-dancing, poseur internal weapon, disable it before you enter and bring a certificate to prove you did so.]<<<<<

—Paper Chaser (11:05:08/19-JUN-54)

TERRORIST ORGANIZATIONS

Tír law includes a list of prohibited organizations, membership in which constitutes a crime punishable by a minimum jail term of two years and a maximum sentence of "detention for a duration deemed beneficial to the interests of national security." This provision effectively allows the prison system to lock up an offender in a maximum-security jail and throw away the key. The infamous list includes the URF and NURF, the Irish National Liberation Army (INLA), the Official IRA, and the so-called Unseelie Court. Two famous test cases that came down in 2053 have made membership in the Unseelie Court difficult to bring to trial, because no one has yet established for certain that the court actually exists. Tír law generally reserves the death penalty for murders committed by terrorists, particularly the killing of security personnel. Unless evidence clearly indicates the killer's membership in a proscribed organization, the latter usually incurs a life sentence.

>>>>>[If you think this doesn't mean doodly-squat to you runners out there, think again. If you get into trouble, the TRC can probably dig up wiz photos of you talking to some Paisleymen. That all-around image enhancement stuff these days can do *anything*. Also, don't be surprised if the TRC turns up records from bank accounts to prove you've been laundering credsticks for the URF for years. If you make waves and they decide they don't like you, they can pin it on you and send you away forever. Promise.]<<<<<

—McGoohan (06:06:06/4-19-54)

IMMIGRATION LAW

Of the greatest concern to most visitors are the Tír's laws on immigration, especially as they pertain to visas. Visas come in four varieties: visitor's visas, student visas, work visas, and immigration visas. A visitor's visa remains valid for the specific duration of a given stay or for 7, 14, or 28 days in the case of visits without a specific duration. Student visas apply for the duration of a specific program of study, and work visas have no standing time limit.

Visitor's visas cost an average of ¥50 for each week covered by the visa; in the case of visits with no fixed duration, the visa applicant must make a downpayment of ¥200. If the visitor leaves earlier than planned, he receives no refund. After 28 days have elapsed, unfixed-duration visas must be renewed at the Office of Placements, a department of the Foreign Ministry. Failure to renew a visa or overstaying its limits may result in immediate deportation.

To obtain a student visa, the applicant must offer evidence of an official invitation and suitable funding for attending a study course or program at a university, college, or other provider of higher education licensed by the Ministry of Arts and Culture. To cover administration costs, student visas cost a nominal ¥10 per year.

Unlike visitor's or student visas, work visas are extremely difficult to obtain. The Tír government issues them each year to a handful of essential personnel working for Tír subsidiaries of foreign corporations. Those able to pull the right strings can wangle an official exception, but only people with contacts in the Danaan families can hope for such unusual treatment.

Finally, the Tír government issues a maximum of 11,000 immigration visas per year. Because an immigration visa confers Tír citizenship after a three-year probationary period, an applicant must be able to prove Irish ancestry. Though open to all of Irish blood in theory, in practice these visas are granted almost exclusively to elves from expatriate communities. Britain, the northeastern American nation of Tír Tairngire, and Australia provide more than 99 percent of new immigrants to the Tír. For any visa, submitting false documentation results in immediate deportation.

>>>>>[We get weird culture clashes with some groups of immigrants. The media made a bleeding circus out of the arrival of 125 Irish elves from New York in 2052, but the boys from the Rotten Apple never knew what hit 'em. Even though they'd been screened for suitability, they couldn't handle odd bits of Tír life like the cultural laws. They'd got used to the drek that passes for "entertainment" across the Pond, and couldn't adjust to life without it. The Massachusetts Irish have the best history of integration, and elves from Connecticut and Pennsylvania run them a close second. I guess life gets a little less rowdy around those parts.]<<<<<

—Teague (16:32:42/20-APR-54)

>>>>>[Don't you believe it, chummer.]<<<<<

—Glazer (18:11:04/4-20-54)

>>>>>[For any runners out there considering cashing in on an Irish granny to get into the Tír, I advise you to forget it. They'll put you through a battery of aptitude tests to make sure you have an IQ bigger than your boot size, and perfect health into the bargain. Next, they check out your "cultural integrity" with the aid of a few subliminals and psych-probes. Assuming you survive the day-long interview with the Immigration Board officials, they have one final kicker for you: you must renounce your citizenship in any foreign state before becoming a *probationary* citizen of the Tír. So you spend three years stateless before they decide whether to let you in for keeps.]<<<<<

—Paper Chaser (20:22:43/20-APR-54)

>>>>>[Again, ignorant individuals have misrepresented the facts. More than 90 percent of all probationers receive Tír citizenship at the end of their probationary period. As for testing, the Tír is not alone in its requirements. Any responsible nation with an enlightened immigration policy applies stringent selection criteria to applicants for citizenship.]<<<<<

—Clan Fear-Tearmainn (22:00:51/20-APR-54)

>>>>>[No trace of "give me your huddled masses," I take it.]<<<<<

—Teague (22:24:12/20-APR-54)

>>>>>[This issue raises some interesting questions. During the Awakening, the Tír had a much higher rate of genetic expression into elven form than other nations. The rate among exiled Irish populations in Australia and the American nations fell between those found in Tír na nÓg and elsewhere, and the rate of elven expression among expatriate Irish in Britain was slightly lower than that of Irish exiles elsewhere. The facts suggest that the gene loci/mana interactions that triggered UGE don't exist at even levels throughout the world. The existence of spike babies and premature goblinization supports a different theory. Irish populations must have more of the relevant gene loci, and the Tír must also have a higher mana level associated with it than any other nation. Theories about differential emigration levels simply don't explain the facts as they stand. Interesting information, isn't it?]<<<<<

—Leech (11:24:13/21-APR-54)

ENVIRONMENTAL LAW

Tír law falls exceptionally hard on those convicted of crimes against the environment. In the Tír, an unsuspecting visitor can be fined £5,000 or sent to jail for a fortnight because his automobile has an oil leak that dirties the road. Driving an unlicensed vehicle without a catalytic converter earns a mandatory six months in jail, plus a minimum fine of £10,000. Tossing a battery in a stream carries a five-figure fine, plus a few months of incarceration to reflect on the error of such careless ways.

>>>>>[Just piss in a stream and you'll cop a thousand-punt fine unless you can prove it's as pure as the waters at Lourdes.]<<<<<

—Sinéad F (20:32:35/19-APR-54)

CULTURAL LAW

Tír law provides for a variety of prosecutable offences under the headings of "debasing, demeaning, or devaluing the cultural heritage of Tír na nÓg" and "indulging in the unlicensed exploitation of such heritage for commercial gain." The intent of latter is obvious; the Tír government does not take lightly attempts by foreigners to make money at the natives' expense.

>>>>>[Tír copyright law also ensures that the rights to any material more than 50 years old revert to the government. "Public domain" actually means "government domain." You ask me, the law is more concerned with keeping people from ripping off the government than ripping off the natives. After all, they make a fair percentage of the country's GDP through marketing cultural treasures.]<<<<<

—Paper Chaser (18:40:40/19-APR-54)

However, the first clause I mentioned covers a startling array of offences that unsuspecting foreigners may perpetrate without realizing it. Though foreigners usually receive more lenient treatment than Tír citizens for such offences on account of ignorance, they still incur fines ranging from £500 to £5,000 or higher. Sample offences include vandalizing a cultural artifact; by Tír reckoning, vandalism covers not only attacking a painting or a statue, but also vandalizing a library book by a "cultural heritage" author. Such books are set off from the rest of the collection by special bindings, and doing physical harm to such a book earns the offender a £1,000 fine. The law even inflicts a £500 fine for vandalizing a protected book one has bought. To get a full listing of works covered by these statutes, visitors should pick up a copy of the *Cultural Heritage of the Tír* handbook from Tourist Information offices or the Ministry of Arts and Culture. Make sure the copy is recent; the ministry constantly revises and updates its selections.

>>>>>[*What?* Is this for real??]<<<<<

—Traveler (23:11:17/19-APR-54)

>>>>>[Absolutely. When you finally realize that James Joyce is a bunch of driveling, overrated bollocks, rip up the book in the privacy of your hotel room and flush the pages away. Better yet, wait till you get home. If you do it in public, a friendly Garda officer

will ask you ever so nicely to accompany him to the cells.]<<<<<
—Cleasaiche (23:44:11/19-APR-54)

The Tír's cultural laws also make it a criminal act to portray "cultural heritage" figures or themes in obscene, defamatory, or scurrilous contexts. As with most cultural statutes, the definition of "obscene, defamatory, or scurrilous contexts" can vary drastically from person to person.

>>>>>[The infamous proscribing of Pierre Foucault's *Celtic Dawnings* movie is a classic case in point. Our wonderful legal system decreed that one could show Cu Chulainn drinking, but not actually throwing up because he'd downed a drop too much. Likewise, they didn't mind seeing him plunging a sword into the guts of a human being and leaving him to die in agony, but Heaven forbid Foucault should show him indulging in acts of love.]<<<<<
—Sinéad F (01:14:15/20-APR-54)

>>>>>[Be reasonable. They *did* involve sheep.]<<<<<
—Cleasaiche (01:17:19/20-APR-54)

>>>>>[Hardly the point. With their screwed-up laws, the elves are saying that artistic interpretation and re-evaluation through culture are forbidden. Because the areas of protected heritage embody the social values of the elves, our vaunted cultural laws are just one more device for protecting the Almighty State.]<<<<<
—Sinéad F (01:21:32/20-APR-54)

>>>>>[Still, the "cultural heritage" listing has a few weird and wonderful aspects. To be sure, it's weighted heavily toward Gaelic/Celtic themes. But a couple of wags in Art and Culture have snuck some truly weird stuff on the list. If you want to see what I mean, go to the Bono Holographics Park in Armagh. Or try reading some J.P. Donleavy; I can't imagine who put his works on the list. They just so happen to include a long essay on the etiquette of farting, so we have a situation in which it is illegal to present this literary material in a scatological or obscene manner. Wrap your heads around *that* one.]<<<<<
—Paper Chaser (15:12:12/21-APR-54)

Finally, an important set of cultural laws pertaining to ritual art plays a vital role in the affairs of the Danaan Families. By law, the sacred torcs, scabbards, and other ritual insignia used by the Families qualifies as ritual art and may not be copied in the form in which such objects were originally rendered. For example, the O'Connor family's golden torc design may be copied and worn, but not in gold or with gilding. Ritually speaking, the crucial element of the torc is the alliance of its symbols with its form, in this case golden metal. Legally, others may reproduce the form alone, but not the specific combination of form and content.

>>>>>[That loophole allows the elves to flog off junk jewelry to elf wannabees and daffy tourists, and make a pile of money thereby.]<<<<<
—Metal Mickey (01:51:12/20-APR-54)

EMIGRATION LAW

Given Ireland's long history of forced economic migration brought by British oppression and other factors, Tír citizens find emigration a particularly emotional issue. Though any Tír citizen may legally emigrate, the Capital Control Laws prevent any one individual from removing more than £10,000 from the Tír in a given tax year. Therefore, though legal, emigration is often impossible unless the individual has managed to export considerable wealth for many years in advance of his leaving. Any attempt to smuggle out sums in excess of the annual £10,000 allowance results in immediate confiscation of the emigrant's monies and property.

>>>>>[You can draw ten thousand in interest on what you leave behind, if it amounts to that much, but the Tír government taxes that interest. Needless to say, they take quite a tax bite.]<<<<<
—Paper Chaser (14:40:01/21-APR-54)

>>>>>[Emigration law just happens to state that if a Tír citizen has received vocational training or university education within the Tír, paid for by the state, he must repay half the costs of that education upon emigration. In other words, it's payback time for the benefits the Tír gave you. If you don't repay other Tír folk by using your skills for the greater good, the government takes a few punts out of your pocket.]<<<<<
—The Bog People (14:44:12/21-APR-54)

RELIGIOUS LAW

The Constitution Acts appear to guarantee freedom of worship and religious affiliation, but the corresponding religious responsibility undercuts that right. The Constitution Acts state that "a Tír citizen shall benefit from non-involvement in any religious organization whose activities may threaten the integrity and stability of the State or the religious freedoms of other Tír citizens. As a conscientious citizen, he shall demonstrate this non-involvement to the duly appointed officers of the State." Under this statute, the Universal Brotherhood has become a proscribed religion and its members are liable for prosecution.

>>>>>[Quelle domage.]<<<<<
—Julian Prancer (17:11:02/21-APR-54)

Even more important to an understanding of Tír religious law, the Establishment Acts of 2036 and 2049 explicitly establish the Church of Ireland as the official Church of the Tír nation and implicitly exclude the Catholic Church. In a radical departure from history, Catholicism is steadily eroding in the Tír; 67 percent of non-elven Tír citizens follow the Church of Ireland.

MORAL LAW

Reflecting the weight of Irish history, laws pertaining to abortion, divorce, and remarriage have a special place in the Tír legal system. Following the coup of 2034, the Danaan Families liberalized those laws, thereby gaining considerable public support. Current marriage laws permit legal divorce after two years of mutually agreed separation, and also permit remarriage under any

circumstances. However, no formal statutes exist relating to cohabitation. Unless they choose to sign contracts stating otherwise, cohabitees have no legal property rights or entitlement to a partner's assets following the end of cohabitation. In another startling change from Ireland's Catholic-dominated days, abortion is legally available through the NHS if the pregnancy poses a medical risk and the mother has gone through less than 40 percent of a natural full term. "Social risk or hazard" may also be grounds for abortion, if three Tír doctors agree that such a risk exists. Aborting a fetus with a metatype different from its mother's is regarded as infanticide, and carries a penalty of 3 to 15 years imprisonment.

RACIAL LAW

Though the Constitution Acts of 2035 and 2044 forbid discrimination on the grounds of metatype in employment, housing, membership in clubs and public organizations, and all aspects of public life, the law is frequently interpreted in ways that favor elves. Certain legal loopholes allow blatant discrimination, directly defying the spirit of legal equality.

In the case of employment, a plaintiff must prove that he or she was denied a job because of metatype. Not surprisingly, finding such proof entails endless legal maneuvering that few people find worth the trouble. Only the most determined can hope to win these difficult cases.

>>>>>[Plenty of companies fabricate data from widely used aptitude tests. The tests themselves often conceal metatype-discriminating elements that favour elves, such as spatial-rotating mental imagery tasks and the like.]<<<<<

—Skinner's Rat (17:11:14/23-APR-54)

>>>>>[The Tír has no affirmative action legislation; the law prohibits discrimination, so affirmative action is not required. Q.E.D.]<<<<<

—Paper Chaser (12:12:14/25-APR-54)

In the case of accommodation and joining a club or organization, the applicant must prove his suitability for the club or the neighborhood. As with employment discrimination, the burden of proof is on the person discriminated against. With regard to holding public office, government lawyers have successfully argued that an applicant must be able to work easily with fellow employees in the interests of the Tír. Clearly, this interpretation allows the government to discriminate against non-elves to a shocking degree.

>>>>>["We don't like your face, you ork bitch, so rakk off and die!"]<<<<<

—Siobhan Snakehead (23:00:14/25-APR-54)

>>>>>[Zero for subtlety, but that's what it boils down to.]<<<<<

— Analyzer (03:00:14/26-APR-54)

Many other, subtler forms of discrimination also exist in the Tír. For example, many stores have in-house credit systems that discount merchandise for select customers. Though anti-discrimi-

nation law applies to application for membership in the credit system, in practice a store may reject an applicant after a credit check. They need not give the applicant details of that check, so the credit check becomes a vehicle for reserving discounts for elven customers.

>>>>>[The practice of putting the reduced prices only on credit statements neatly sidesteps any nasty altercations in the shop, should someone without those precious pointed ears see that the salad-eater gets her goods on the cheap.]<<<<<
—Metal Mickey (03:41:11/27-APR-54)

>>>>>[A final word on sexism, because Niall doesn't deal with it. Not surprising; he's a man, after all. Though the Constitution flat-out forbids discrimination by gender, the Irish male remains among the world's most spectacularly Neanderthal specimens of chauvinist. If you hear a group of drunken Irishmen talking about their "slugs" (and most Irishmen in a group are stinking drunk), the word "slug" refers to their wives and sweethearts. Who said the Irish soul has poetry in it?]<<<<<
—Sinéad F (03:51:17/27-APR-54)

HAZARD LAW

These statutes apply to activities against Tír law indulged in by Tír citizens abroad. In essence, hazard law states that a Tír court may try any actions considered offences under Tír law as if the offender had perpetrated the crime within the Tír.

>>>>>[Better not rip up yer James Joyce book in Grand Central, because they'll find out and get you.]<<<<<
—Cleasaiche (03:55:51/27-APR-54)

>>>>>[Well, I think this is kind of, it's like, you understand, it's a good law if it's used right, I mean, we should take action against people, I mean to say, I can't understand how a Tír citizen can go abroad and take part in cultural protests and demonstrations, a kind of organizing thing, against his own country. This is kind of like a potato-head froopy kind of thing. Call me old-fashioned, but I just think it's wrong.]<<<<<
—Grumbling George (03:59:22/27-APR-54)

>>>>>[Actually, we call you a complete wanker.]<<<<<
—Cleasaiche (04:01:11/27-APR-54)

COURTS AND JUDGMENTS

The Tír legal system blends adversarial and inquisitional forms of justice. Defence and prosecuting lawyers are both expected to engage in a search for truth and justice, and inform the judge as well as arguing the case for their clients. A panel of three judges, known as *brehons*, evaluates major criminal cases. In minor criminal cases, a magistrate, or *fo-brehon*, acts as the sole arbiter. Though a Court of Appeal will hear appeals against a judgment or sentence if sufficient legal grounds exist for questioning the original verdict, or if new evidence comes to light, such appeals remain rare.

Promotion does not come easily; only the best lawyers become *fo-brehons* or full *brehons*. In order to become a magistrate or judge, a lawyer must demonstrate a history of dispassionate search for the truth in court.

>>>>>[So your "defence lawyer" can tell people you're guilty as hell if it suits his career prospects.]<<<<<
—Cleasaiche (02:15:32/28-APR-54)

>>>>>[That's unfair. Defence lawyers use plenty of government funding to collect and evaluate evidence. The good ones pull out all the stops for a client.]<<<<<
—Paper Chaser (15:32:16/29-APR-54)

>>>>>[Huh! Ever been to the exclusive bars where the lawyers and judges get steamed to the nines most nights, talking eloquent Irish bollocks while the lawyers get down to serious brown-nosing? It's all stitched up behind the scenes.]<<<<<
—Tommy Mac (19:45:23/29-APR-54)

Civil cases are administered by a *fo-brehon* and five jurors, who make general comments to assist the *fo-brehon* in his judgment. However, the magistrate alone determines the verdict. Costs and charges for civil cases must be met by the parties involved in accordance with their ability to pay; the magistrate's clerk determines the probable cost of the case in advance and determines who must pay what. However, the interested parties must present the magistrate with documentary evidence in full prior to beginning proceedings for slander, libel, breaches of contract, medical malpractice, and so on. Documentary evidence provisions ensure that disgruntled, poor individuals cannot bring pointless cases against wealthier citizens in order to bankrupt them.

>>>>>[Makes it harder to sue that corporate employer who screwed you, of course.]<<<<<
—Sinéad F (22:11:31/29-APR-54)

>>>>>[Bull. If you have evidence of unfair dismissal or discrimination, the government undertakes the case.]<<<<<
—Patriot (23:00:12/29-APR-54)

>>>>>[Ha! Another quisling. Try suing a government agency and see how far you get. And guess what? In those cases, you pay the full tab for your lawyers.]<<<<<
—Tommy Mac (23:31:17/29-APR-54)

A final unique aspect of Tír law is the *Cùirt Danaan*, the internal arbiter of disputes within the Danaan Families. It keeps no formal records of its hearings, and the public remains unaware of its existence. The *Cùirt Danaan* adjudicates within the Council of Stewards, and plays an integral role in the hidden power structures of the Tír.

HIDDEN POWER

Behind the public government, the Danaan Families effectively rule the Tir. These 22 families dominate the Senate, business, and all aspects of Tir life through the Council of Stewards and the Seelie Court.

DANAAN FAMILIES

The 22 Danaan Families produced extremely high numbers of elven offspring during the Awakening, for reasons that remain unknown. Some experts pinpoint genetics, but have not advanced any concrete theory. Though the majority of the families are indigenous Irish, Norman bloodlines such as the Burkes, Fitzgeralds, and Butlers in the south are also among the Danaan. History provides a somewhat closer relation; the eight *Danaan-mòr* Families, a subgroup of the Danaan, dominated Ireland for centuries, even as far back as prehistoric times.

Though elves dominate the Danaan Families, many of them also count humans among their number. Only elves, however, may serve as Stewards for the Families. Human–elven relations within the Danaan Families are subtle and complex, balanced between love, loyalty, and resentment.

The following list includes all 22 Danaan Families and the provinces they dominate. All the elves intuitively recognize which families belong to this select group. A handful of Danaan Families preside over each of the five provinces of the Tir, and each family specializes in certain aspects of Tir life in accordance with their orientation along the Ways and Paths.

Ulster: O'Neill, MacDonnell, McGuinness, MacSweeney, Duffy, O'Donnell

Leinster: O'Toole, O'Byrne, MacMurrough, Fitzgerald (also active in Munster)

Munster: O'Kennedy (also active in Meath), Butler of Ormonde, Roche, McCarthy, O'Sullivan, Fitzgerald

Connaught: MacDermot, Burke, O'Brien, MacNamara, O'Connor (also active in Meath)

Meath: O'Dunn, O'Molloy, O'Kennedy, O'Connor

Of these 22, the O'Neills, O'Donnells, O'Tooles, O'Byrnes, MacMurroughs, MacCarthys, O'Briens, and O'Connors comprise the *Danaan-mòr*. These eight families carry the greatest influence among their fellow Danaan clans, not by virtue of numbers or temporal power, but simply because of their perceived nature as elves. Most of my readers will find that statement difficult or impossible to understand, and for that I can only apologize. The special nature of the *Danaan-mòr* cannot be quantified, in terms of mana, for example. It is simply a given that all the Danaan Families intuitively understand and recognize. Outside the *Danaan-mòr*, the O'Kennedys have capitalized on the history of their patriarch, Seamus, to become the most influential family. Despite their power, they are not included among the *Danaan-mòr* for complex reasons, among them the growing tension between the O'Kennedys and the O'Connors.

Power within each Danaan Family falls to its Steward and its elders. Unlike Stewards, the elders always retain power and influence within their families. As an example, the aging Seamus O'Kennedy rarely sits at Council meetings, but everyone present at an elven conclave can feel the presence of the old elf in spirit.

COUNCIL OF STEWARDS

The Council of Stewards comprises 30 members, two from each of the *Danaan-mòr* and one from each of the other 14 Danaan Families. Each family chooses its representative through a family conclave, generally selecting the family elder, but sometimes choosing a more talented debater or politician. Each Steward serves for one to five years, according to his family's wishes. On occasion, a Steward may temporarily yield his Council seat to another family member if that kinsman knows the matter under debate at a particular Council meeting better than the Steward himself.

The Danaan Families occasionally refer to their Stewards as "prionsa," or "prince," but they rarely use this term outside of the ritual addresses and greetings among the Council members. The *Danaan-mòr* care little for formalities of rank and title, and the term prionsa is used more often outside the Council than within it. Prionsa also denotes an elder or senior member of a Danaan Family or such an elder's firstborn. Many elves find this usage pleasing.

The Council of Stewards controls the Senate, so it determines Senate policy and legislation. In effect, the Council of Stewards governs the Tir. The Council holds routine conclaves when necessary to determine the outlines of future legislation; these policy meetings do not consider legal details or laws pertaining to trivial issues. Full conclaves of the Council, which all Stewards must attend, occur at the equinoxes. At these formal conclaves, the Stewards wear full ritual regalia and consider business of vital importance to the Council. An elected High Steward nominally heads the Council; currently, William O'Dunn holds this position. As a member of a family whose role in Tir public life covers administrative rather than political, judicial, or economic power, O'Dunn is the perfect selection for this largely administrative office.

The Council of Stewards meets in Tara, but the Tara they refer to has no specific geographical location in the Tir. A physical Hill of Tara exists in the Tir, but "Tara" in the spiritual sense exists in many places aside from that hill. Rather than a literal place, Tara is the mystical seat of the High Kings of Ireland, believed to lie in the county of Meath. Within that county, "Tara" is created mystically and symbolically through the use of ritual regalia and the presence of one or more Great Spirits of a nature appropriate to the specific conclave's purposes. For example, a Great Spirit of Water or Land might preside at a conclave whose central issues are environmental. At the equinoctial conclaves, a Great Spirit of the Tuatha is *always* present.

>>>>>[The Great Spirit isn't the half of it. Watchers are ten a penny, and plenty of elementals also prowl around. If the elves are talking real business, watch out for Great Spirits of the Fiery Firmament.]<<<<<

—Taranis (05:12:12/3-MAY-54)

>>>>>[What the frag are *they*?]<<<<<

—Bandit (05:30:10/3-MAY-54)

>>>>>[You'll find out. If you're unlucky.]<<<<<

—Taranis (05:40:11/3-MAY-54)

CÙIRT DANAAN

Except for rare formal votes within family conclaves, the *Cùirt Danaan* arbitrates all disputes among and between the Danaan Families. The *Brehon* of the *Cùirt*, currently Martin MacNamara, listens to all sides of the argument and issues a judgment upon the matter. Appointed by the Council for his natural lifespan, the *Brehon* must come from a family outside the *Danaan-mòr*; the MacNamaras have held the post because of their particular talent for legal matters. MacNamara's judgments, as the Danaan call them, serve as guidelines for settling disputes. Though none may question such a judgment, dissatisfied parties may request another hearing of the dispute a year and a day after the announcement of the original judgment. Should the dispute concern a problem that lasts for less than a year and a day, no appeal may be made against the judgment except through formal vote.

On the rare occasions when a disputant rejects a MacNamara judgment, he may demand a formal vote on the ruling. Such a demand is never made lightly, and the family in question risks losing face and influence within the conclaves if it loses the vote. Rather than bear such a risk, most families simply interpret MacNamara's judgments to suit their own purposes. A judgment rarely contains specific prohibitions or commands, but any such that do exist may not be contravened. To this day, none have tried.

>>>>>[Doesn't this court or whatever give this MacNamara elf virtually dictatorial power?]<<<<<

—Sussaboy (19:40:04/1-MAY-54)

>>>>>[No. As I understand it, MacNamara has to carefully balance his judgments to account for the interests of all the elven families and factions. He's a wise old devil.]<<<<<

—Poguer (23:12:15/1-MAY-54)

>>>>>[But surely these families have their feuds?]<<<<<

—Teague (16:23:25/2-MAY-54)

>>>>>[They certainly do; check out Niall's file on the Ways and Paths. These last few bytes, he's just told us how the power system *really* works. But take note of how much it rankles with the O'Kennedys that their historical role in establishing the Tir bought them just one seat on the Council. Old Seamus doesn't really need two elves to speak for him, and he knows how to pull strings behind the scenes; the only thing keeping him from getting his own way is the fact that 31 is an unwieldy number. But he'll get his way on this before he dies, you mark my words.]<<<<<

—Analyzer (02:19:40/3-MAY-54)

>>>>>[Yeah, well, this is all very interesting, but is pixie-head going to show us just how the elves carve up the country between themselves?]<<<<<

—Sinéad F (02:52:10/3-MAY-54)

>>>>>[Yes, yes! Don't get impatient ...]<<<<<

—Analyzer (03:00:18/3-MAY-54)

SEELIE COURT

Just as the conclaves of the Stewards are the heart of the *Tuatha de Danaan*'s temporal power, so the Seelie Court is its mystical heart. Presided over by its queen, Lady Brane Deigh, the Seelie Court has no fixed location. Indeed, the Seelie Court has no location definable in geographical terms. Whereas Tara exists both symbolically and geographically at the same time, the Seelie Court exists in a limbo. It exists and does not exist; it is a fractured metaplane, an underground bower hidden from both magic and technology. Though one can enter it by normal means, a seeker cannot find it unless he knows how to look. An initiated guide may bring someone in with him, but all others search for the Seelie Court in vain. Prisoners taken into the Seelie Court rarely escape from it.

>>>>>[This is babble. Either it is somewhere or it isn't. If it isn't, it doesn't exist. If it is, people can find it. QE-fragging-D.]<<<<<

—Traveler (16:20:18/4-MAY-54)

>>>>>[The seductive appeal of simple logic. Poor soul. He doesn't see that simple logic reflects a simple mind.]<<<<<

—Patronizer (16:31:19/4-MAY-54)

>>>>>[You cannot locate someplace unless you realize it exists. Even if you know it exists, you do not know its nature. Even if you know its nature, you cannot possibly understand it. If you don't understand it, how can you find it? You might stand smack in the middle of it and never know. QED, moron.]<<<<<

—Zeitguest (00:00:00/5-MAY-54)

>>>>>[Zeitguest is right. With the spirits at her disposal to guard and conceal the place through illusion and a great deal else, you could actually sit in the middle of the Seelie Court and not realize it unless Brane wanted you to.]<<<<<

—Taranis (03:13:15/5-MAY-54)

Brane Deigh's Court includes leshy, *gruagach*, munchkins, and other faeriekind, as well as her own elven advisers. Most of these elves have renounced the temporal world to follow one or

another of the Paths, and spend their time in meditation at the Court. Contrary to mistaken opinion, Lady Brane does not issue political or temporal edicts. Her influence is more subtle; she influences the spirits of the elves, rather than their minds or bodies. She claims that her edicts help elven Followers of the Paths to flow with the tides of their lives, guiding them beyond the Paths to the Cities of the Northern Isles. In so doing, she shepherds the Stewards of the Tir toward the decisions that will make real the destiny of the *Tuatha de Danaan*.

>>>>>[What's all this buildrek about paths and cities and Northern Isles? Is this guy certifiable?]<<<<<
—Grumpeter (16:12:52/6-MAY-54)

>>>>>[Hold your horses. Check out the Ways and Paths file.]<<<<<
—Analyzer (03:04:50/7-MAY-54)

Lady Brane's Court also holds the Arcana, the archetypal treasures of the mystical cities. As her ritual art objects, they confer power and authority on her and her Court. Any Follower of a Path who feels himself ready to begin Ascension must test himself against the Arcana and risk the judgment of the Seelie Court regarding his fitness. To learn more of this matter, refer to the **Ways and Paths** file.

OTHER FACTIONS

As well as the nominal government and the institutions built by the Danaan Families, many other political and military factions compete for power in the Tir. My recent studies have taught me a little of most of them; I ask readers to provide their own views, in hopes of deepening my understanding.

PROTESTANT PARAMILITARIES

The two major Protestant paramilitary groups are the URF and NURM. They have a limited political base, but are powerful beyond their numbers because of the impressive arsenals these groups command. Both organizations are steeped in racism and hate all metatypes.

>>>>>[If only it were so simple. I have evidence proving that the URF in Ballynahinch plans crimes and pools its resources with the INLA in Athlone and Sligo. They have a lot of contacts in foreign terrorist states, especially in Britain. Yes, that's right: mad-bastard Prod fascist anti-metahumans allied with mad-bastard Republican terrorists so left wing they make Mao Tse-tung look like a democrat. You expected anything different from Tir na nÓg?]<<<<<
—Poguer (22:16:22/8-MAY-54)

>>>>>[The Tir Republican Corps will reward you for providing any such evidence that can bring terrorist gangsters to trial and conviction in a court of law. I warn you that withholding such information is a crime carrying a penalty of up to 10 years imprisonment.]<<<<<
—Cian Fear-Tèarmainn (23:29:56/8-MAY-54)

>>>>>[Oh, sure. I spill everything and get my reward; then just to make sure I don't talk to anyone else, your lot sends me floating gently down the River Bann with a nice, neat hole in my skull. Frag off and die, rakkie.]<<<<<
—Poguer (23:52:21/8-MAY-54)

REPUBLICAN BRIGADES

The Official IRA and the INLA are the two surviving "Republican" organizations that take violent action against the Tir state. The Official IRA includes humans and a few orks and trolls among its personnel. Recent estimates place its numbers at no more than 300 active members, and active cells operate in Wexford, Cork, Killarney, and Limerick.

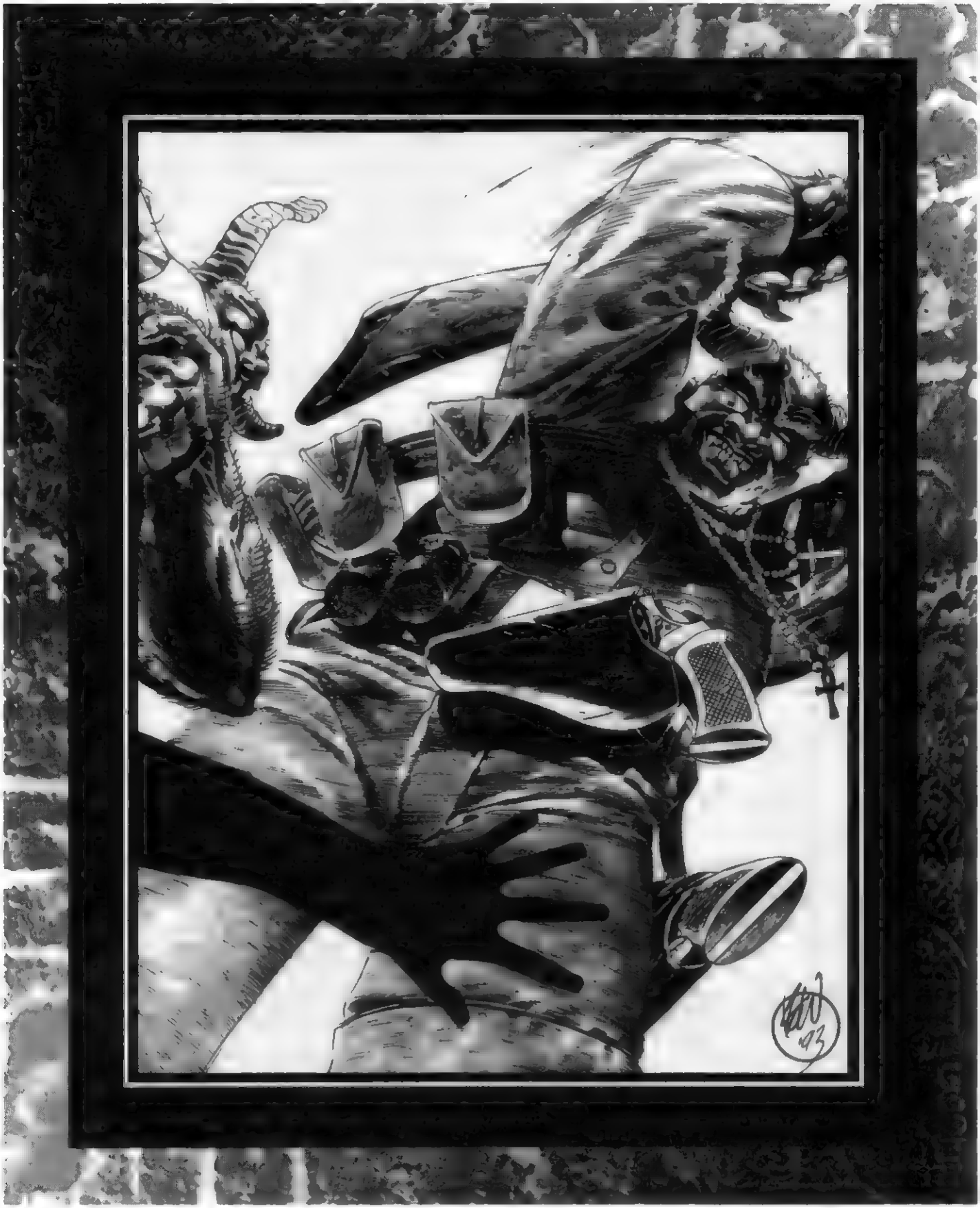
The Official IRA suffers from a policy vacuum; though it opposes elven rule, it has no other true objectives. Its broadly socialist policies conform to those of the Tir government, and so it offers people no sense of change. However, its new leader Douglas de Valera may be able to use his charisma and famous surname to garner greater public support. Recently, the organization has launched an assassination campaign against Danaan Family leaders and other prominent individuals. Except for the car-bombing of Thomas O'Neill two years ago outside the Ministry of the Interior offices in Armagh, the campaign has met with limited success. The O'Neill bombing took place far beyond the IRA's usual field of operations, indicating the possible presence of a new cell at work.

>>>>>[O'Neill was a director of Armaments Éireann-Tir. His killing was a symbolic act that boosted IRA morale.]<<<<<
—Torc Talk (01:55:41/9-MAY-54)

The INLA (Irish National Liberation Army) has degenerated from freedom fighters to gangsters. In its present incarnation, the INLA concerns itself with purely criminal activities, conspiring with foreign criminal elements to import and export weapons and illicit substances. The INLA specializes in extortion, racketeering, and kidnapping. It has a deserved reputation for horrific violence; its operatives deliberately maximize casualties among bystanders and passers-by during rare bank raids and commercial strikes, to strike fear into the targets of its extortion attempts.

CATHOLIC CHURCH

Though the Catholic Church lost much of its hold on the Irish people because of its initial grave blunder over the status of metahumans, it has not lost all its influence despite the best efforts of the Danaan elves. Rome and the Vatican have lost their stature, but some Catholic orders within the Tir still retain a hold over rural folk in particular. In the country, the Church of Ireland has not yet supplanted Rome in the people's hearts. They still listen to the parish priest before any other and hold the various monastic or scholarly Catholic orders in great reverence. The common, country folk regard the followers of St. Sylvester with particular respect, because they preach tolerance and reconciliation rather than openly opposing the Danaan elves. Should they be foolish enough to try, they would find themselves mired deep in scandal like so many of their more exalted brethren. Many Sylvestrines are minor



magical adepts, reconciling such talents with their Christian beliefs through somewhat self-serving utterances about not knowing the mind of God.

>>>>>[Always the last refuge of the craw-thumping scoundrel. The only Sylvester I care for is the one who chases Tweety Pie.]<<<<<

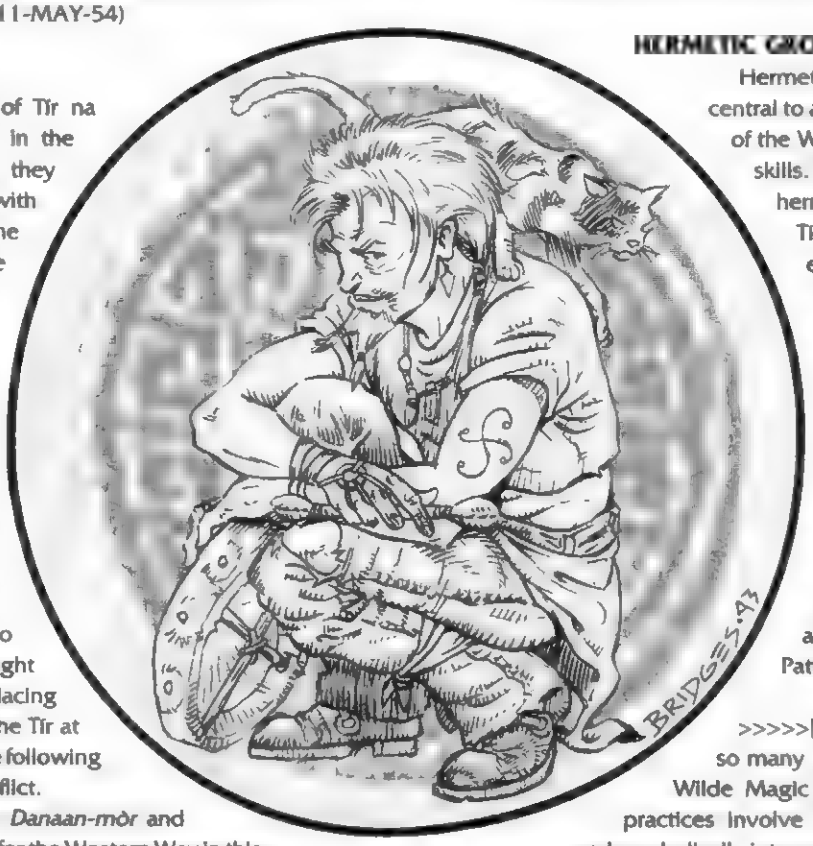
—Tommy Mac (04:27:15/10-MAY-54)

>>>>>[Let's stop the ranting, shall we? I'm tired of the cries of "Bloody Catholics" and even "Bloody Prods." Instead of directing our ire against organizations per se, try taking it out on some of their more foolhardy practitioners who actually deserve it. Plenty of Catholics and Protestants are good people burdened by slow-moving faiths that they're trying to make sense of, just as the leaders of those faiths are trying to make sense of the world.]<<<<

—Father Dan (04:36:41/11-MAY-54)

DRUIDS

More than 80 percent of Tír na nÓg's druids live and work in the province of Connaught, and they have a difficult relationship with the elven rulers of the Tír. The Western Way of the *Tuatha de Danaan* mystical tradition includes druidic skills among its techniques, and the mystical *Book of Invasions* specifically states that the *Tuatha de Danaan* were skilled in druidic lore before they left the Northern Islands and came to take the Tír. A few militant souls among the elves take the writings in the Book of Invasions to mean that non-elves have no right to practice the druidic craft, placing the largely human druids of the Tír at odds with them. However, the following three factors mitigate the conflict.



First, factions within the *Danaan-mòr* and the O'Brien family, who speak for the Western Way in this matter, have different opinions regarding the status of non-elven druids. Some elves see them as rivals; others argue that the druids' use of shamanic totems does not conform to *Tuatha* mystical tradition, and therefore makes non-elven druidism a degraded form that does not threaten elven ways. Second, the Danaan Families include humans among their number who oppose any action against non-elven druids. Finally, the druids themselves do not actively challenge the authority of the Tír state, and their passive resistance often escapes notice. In their folklore and traditions, non-elven druids retain interpretations of Irish historical texts at variance with the approved texts taught at universities and colleges. Their knowledge implicitly challenges elven ways and the authority of the state in cultural matters, but they remain sufficiently quiet about it that few pay them much attention.

>>>>>[The druids get on with following the paths of their totems, administering a few parklands like the Connemara National Park on the west coast. A few visitors may come and quietly listen to the druids, say nothing much, and go home without making a song and dance about it. The druids don't publish pamphlets or try to get their ideas across through the media, nor do they actively entice Tír citizens to follow druidic traditions. As long as the druids don't push it, the elves allow them to go about their business. Many of the druids feel uneasy about the elves, though. They are aware of the Earth Thesis that many elves hold to, and they find it dangerous and threatening. Hardly surprising, when you know what it means.]<<<<<

—Analyzer (04:44:02/10-MAY-54)

HERMETIC GROUPS AND SHAMANS

Hermetic principles and groups are central to all the Paths, and all Followers of the Ways and Paths have hermetic skills. However, many independent hermetic groups also exist in the Tír and welcome all races. The elves keep a careful watch on such organizations, but as yet have not decided what steps to take against them, if any. Because hermetic practices within the Ways and Paths differ so widely, the elves are uncertain how to classify and deal with independent hermetic groups. Also, the plurality of elven groups makes the elves more tolerant of hermetics outside the Paths.

>>>>>[Not surprising, seeing as how so many indies are so weird. Take the Wilde Magic League; their ritual sorcery practices involve centering within formalized and symbolically interpreted enactments of the plays of Oscar Wilde. Frankly, unless you've got Irish blood, you won't understand what the frag they're up to even if you're a sheet-hot mage.]<<<<<

—Zeitguest (00:00:00/11-MAY-54)

The Danaan elves also tolerate independent hermetic organizations because the Tír makes considerable money from magical exports. To paraphrase Mao Tse-tung, the Tír's rulers find it good business to let a hundred magical flowers bloom and then invite those with the greatest talent to work for one of the magically-oriented Tír corporations. Government mages keep watch on all hermetic groups, and spirit allies report to the most powerful of the

Danaan Family mages at any hint of powerful magical activity within the Tír.

Because they find hermetics familiar, the elves worry less about independent hermetics than about followers of shamanic disciplines. Most elves regard urban or street shamans with disgust and derision; few elven street shamans exist in the Tír. The Garda and the TRC, vaguely afraid that the street shamans may have access to some power the elves can't reach, subject them to constant harassment. Though most elves believe that "the Land" as a focus for mystical power is far broader than any urban setting and that no street shaman can ever tap its true power, the unfamiliarity of shamanic traditions makes some elves a trifle uneasy. Rural shamans receive the same official scrutiny that druids do; universities and colleges teach only hermetic practices, and the Tír media practices covert discrimination against the shamanic tradition.

Rightly, the elves of the Tír fear toxic shamans above all other mages. They will go to any lengths to root out toxic shamans and destroy them, using the Tír's EcoSat system to locate and identify toxic activity worldwide. The Tír often informs foreign national governments of toxic activity occurring within their borders, and sometimes offers direct assistance to counter such twisted use of magic. Any individual proved in a court of law to be a toxic shaman or to have supplied a toxic shaman with material support or information receives an automatic sentence of death by vivisection.

>>>>>[They mean it. You even think about toying with these psychos, you die. Any toxics in the Tír must be utterly psychotic. No run-of-the-mill nutter would be insane enough to take the risk.]<<<<<

—Taranis (22:16:38/12-MAY-54)

>>>>>[Tír intelligence sometimes feeds information to international Deep Green eco-terrorists in order to stamp out toxic activity.]<<<<<

—Gazza's Ghost (23:17:12/12-MAY-54)

UNSEELIE COURT

The Danaan Families make much of the alleged existence of an "Unseelie Court," a dark shadow of the Seelie Court intent on overthrowing the Tír and destroying the Land. In truth, no formal organization of this kind exists. However, loose affiliations of individuals opposed to the Tír state are working together, independent of metatype or magical orientation, in order to create a more democratic society within our beloved land.

Though I cannot disclose our membership, meeting-places, or resources, I can say that our actions are non-violent. We wish to dispense as much information as possible on the true state of affairs within the Tír, as I am doing with these files. I do not wish to harm my land; only to make it worthy of the spirit that inhabits it. Outside the Tír, we publicize information via bulletin board systems, small publishers, and independent trid production companies. Within the Tír, we use every means at our disposal to make people aware of the realities beyond the appearances and to support organized groups representing viewpoints other than those of the government.

>>>>>[Oh, so noble. Don't get your hands dirty, you feeble little eegit.]<<<<<

—Siobhan Snakehead (02:24:14/12-MAY-54)

>>>>>[You dumb baldrick. Why don't you ask your friend Nasher where he got the slap patches for the idiots who tried to torch the Post Office a few weeks back? You nearly lost one or two people that time. Ever wonder where the help came from?]<<<<<

—Poguer (02:31:49/12-MAY-54)

POLICLUBS

Tír na nÓg does not have Continental-style policlubs; the Tír government does not permit their existence. Instead, the Tír has cultural groups such as the Dandies, a theatrical group devoted to Oscar Wilde, and the Baby Eaters, an anti-British group whose members extol the works of Jonathan Swift. Some of these groups follow cultural figures outside the officially sanctioned cultural heritage. For example, the Endgame club is devoted to the works of Samuel Beckett and officially proscribed as an organization "dedicated to nihilism and cultural crime against the Tír nation."

>>>>>[Cretin. He knows nothing of street life. Policlubs do exist, of sorts. Try the Ork Resistance Movement, or the Defenders of the Fomor.]<<<<<

—Siobhan Snakehead (02:44:19/12-MAY-54)

>>>>>[There is also the allegedly cultural group called the Sons of Ogam, a government-sponsored organization that exists to strengthen links between Tír artists and cultured foreigners of mostly Irish descent. The Sons of Ogam help fund cultural exchanges and study trips, but they glean plenty of information from foreign sources that goes beyond the cultural.]<<<<<

—Analyzer (03:12:17/12-MAY-54)

RELATIONS WITH FOREIGN POWERS

Government control of information, natural Irish introversion, and subtle changes in the Irish consciousness since the Awakening have made Tír na nÓg the most closed society that can exist in 21st century Europe. However, given a volume of foreign trade that makes up 63 percent of its GDP, the Tír must deal with foreign governments and powers whether or not it cares to. I describe the most important of its relationships below.

BRITAIN

Relations with Britain remain as difficult and complex as our long history has made them. Aside from the sheer weight of that history, a large expatriate Irish population in Britain and British support for Protestant paramilitaries all contribute to a web of mutual, complicated connections.

>>>>>[It's always Britain supporting Prod terrorists, isn't it? That's all we ever hear about. Stuff the Brits whose fathers died in the IRA atrocities forty years ago, I suppose. Never mind 31 dead and 102 burn victims scarred for life from the incendiary attacks of 2043 in

the Squeeze; everyone knows Tir money and weapons backed *that* up. Fraggin' paddies make me want to puke.]<<<<<

—Basildon Baldrick (01:17:12/14-MAY-54)

>>>>>[Now that's a ridiculous moniker if ever I've read one. Must be a Prod from the Shankill, or else one of those students messing about. String 'em up, that's what I say. It's the only language they understand.]<<<<<

—Belfast Cabbie (01:30:25/14-MAY-54)

Officially, the Tir and UK governments have a distant relationship, though the election of the Green Party to power in Britain has thawed relations a bit. In the past 16 years, the *taoiseach* and the British Prime Minister have met only once; however, trade ministers meet frequently. Not surprisingly, official discourse mostly concerns money and business. However, considerable contact also goes on behind the scenes. For example, the British and Tir governments exchange information on the activities and associations of the Celtic, non-elven druids: the English hermetic druids and the Tir government both regard these groups with a wary eye. Additionally, certain British elven nobles, especially in Wales, express strong sympathies for their counterparts in the Tir. A few even subscribe to the belief system propounded by the *Danaan-mòr*.

>>>>>[It's not far across the Irish Sea from Wales to the Tir. The Veil sometimes becomes mysteriously weak at certain spots across that sea, and in certain places Irish accents are getting downright common.]<<<<<

—Daffyd D (18:15:32/14-MAY-54)

>>>>>[Such as Snowdonia.]<<<<<

—Moleman (20:19:31/14-MAY-54)

Countering these glimmerings of cooperation, British nobles and moneyed members of the neo-fascist Conservationist Party as well as Scottish Protestant groups continue to supply Ulster terrorists with money, weapons, and logistical support. On several recent occasions, such activity has become so blatant that the Tir has lodged formal protests with the British government. Though well aware of this support, the British government does little to stop it. The widespread belief among Tir citizens that Britain supports Irish terrorism remains a source of tension between the nations.

>>>>>[It's a useful tension for the Tir government, because they can use the British bogieman threat to unify popular opinion behind them. How else do you think they justify repressive measures in Ulster and elsewhere? And if the Brits don't provide enough evidence of involvement in terrorism, the TRC's black ops division creates plenty of its own. Clazz, they plant most of the bombs themselves.]<<<<<

—Metal Mickey (01:17:12/15-MAY-54)

>>>>>[No one has ever produced a shred of evidence to support that disgraceful insinuation. Irresponsible individuals making such allegations render themselves liable to prosecution for sedition.]<<<<<

—Clan Fear-Tèarmainn (01:22:41/15-MAY-54)

THE VATICAN

Relations between the Vatican and Tir na nÓg remain hostile, tempered with a wary respect. The Tir elves regard the Catholic Church as their archenemy, while the Vatican holds a grudge stemming from the humiliations inflicted on it by the elves during the Years of Scandal. Its significant loss of influence in the Tir to the homegrown Church of Ireland also rankles, and the Catholic Church would like nothing better than to get its power back. Between Tir and Vatican ambassadors, relations vary from cool to glacial. Mutual, if grudging, respect comes from the Vatican's knowledge of the Danaan Families' formidable magical powers, and the elven rulers' fear of the Vatican's sinister Templar Order. No matter how strong the Tir's rulers believe their power to be, they regard the Templars as a formidable foe.

FRANCE

The French are Tir na nÓg's foremost allies in Europe, largely because of their common antipathy toward Britain. In addition, France imports considerable amounts of premium-quality Irish foodstuffs; after Britain, France is the Tir's best market for such produce. Relations between the two nations are cordial; with regard to most pan-European political or trade agreements, the Tir and France present a united front.

UNITED CANADIAN AND AMERICAN STATES

As with Britain, the sizable Irish ethnic population in the UCAS gives the UCAS government strong ties to the Tir. By and large, UCAS-Irish ethnics support the Tir government and take pride in the Tir's international reputation as a bulwark of culture and education. Even though many do not approve of the Tir's increasingly closed society, and find the changes in the nation over the past 19 years or so disquieting, they still support and defend the Tir. Aware of the power of the Irish vote in their own states, UCAS politicians take care not to offend the Tir by protesting any of its socialistic policies too loudly. Significant artistic and cultural links exist between the UCAS and Tir na nÓg; UCAS tourists attending Tir cultural festivals or visiting the birthplace of their forefathers make an important contribution to the Tir economy. Relations between the two nations are cordial, if somewhat cool at times.

TIR TAIRNGIRE

Most ordinary Tir citizens know little and care less about "the other elven nation," Tir Tairngire. For their part, the Danaan Families regard Tir Tairngire with condescension, often bordering on contempt. Many members of the Danaan Families see Tir Tairngire as a "false birth" for the elven race in the Sixth World. They consider Tir Tairngire's customs, laws, and culture false or corrupted versions of true elven ways. At best, Tir Tairngire represents a well-intentioned but failed attempt to mirror true elven culture; at worst, the Danaan believe that Tir Tairngire elves are *non-tuatha*, rejects or malformed spirits from the Northern Islands of spiritual lore. As examples of corruption, the Danaan

Families point to the presence of dragons and other metahumans among Tir Tairngire's Council of Princes, and they deride the title of "prince" as meaningless for true *Tuatha de Danaan*. They see the political intrigues among the Council of Princes as inept and pointless in contrast to their own subtle and far-reaching machinations, further evidence of Tir Tairngire's degeneracy. On the other side of the coin, Tir Tairngire elves regard Tir na nÓg with equal disdain. The two states have no official ties, though some Tir Tairngire elves have publicly aired their worries that the elves of Tir na nÓg may try to influence, infiltrate, or subtly undermine their nation.

>>>>>[If they do, chummer, they'll find out what real firepower is.]<<<<<

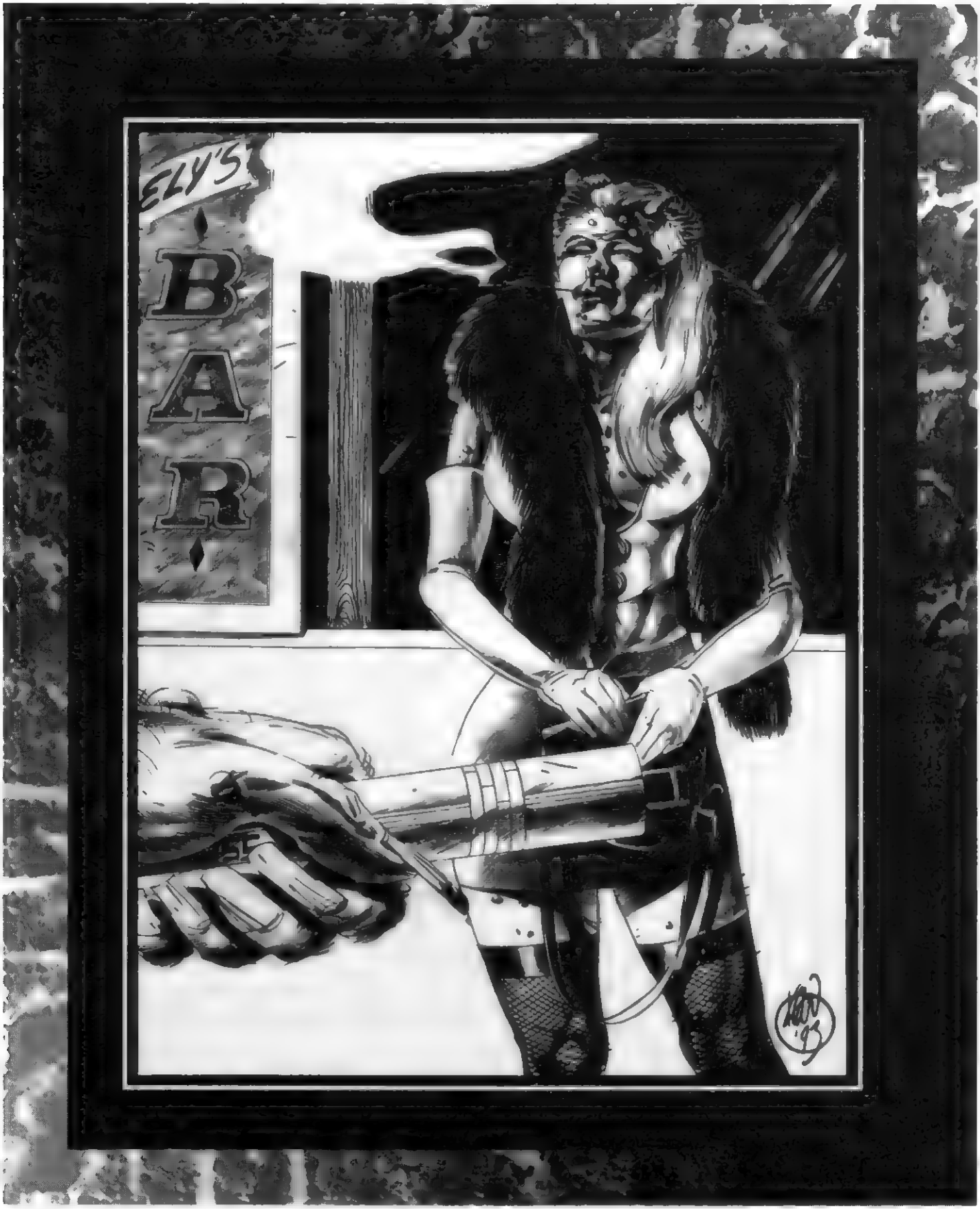
—Taser (22:15:12/5-15-54)

>>>>>[Foolish child. What good are your physical weapons against Great Spirits, should Tir na nÓg choose to act? But rest easy. We have no need of a land without history or a true soul; we already have our sacred home.]<<<<<

—Caitlin O'C (23:51:06/15-MAY-54)

>>>>>[In general, Niall has painted an accurate picture. However, certain individuals in the nations concerned don't fit into it. Ehran the Scribe, for example, had some connections with the Fitzgeralds at one point, which counts for something. Think about it; for a long-lived people with ages of history behind them, thirty years is a mere eyeblink. We shall see what transpires.]<<<<<

—Interloper (00:04:51/15-MAY-54)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ECONOMY

With regard to Tír na nÓg's macroeconomy, conventional vital statistics are difficult to find and mean very little. Ostensibly for reasons of national economic security, the Tír government does not publish data on its GDP or GNP. Officially, the Tír government keeps its economic information secret because the British do. Always wary of British motives, the Tír has no wish to give its trading partner-of-convenience any information that Britain might use against it. Such secrecy also allows the Tír government to conceal sensitive economic data from its own people, such as the extent of Danaan Family control over key corporations and government-licensed subsidiaries.

THE BIG PICTURE

The little public economic data that exists may easily mislead the observer. Britain's foremost financial analysts, HKB, computed Tír na nÓg's per capita income at 84 percent of the comparable UK figure; but when considering the same data in terms of Purchasing Power Parity (PPP), the resulting figure climbs to 127.5 percent. Tír government subsidies for such staple commodities as clothing, food, meals for schoolchildren, and so on partly accounts for the difference. Other factors include the low cost of local government services such as street cleaning and garbage removal, and the Tír's socialized medicine. Other Tír government subsidies, such as those for culture and education, have too subjective a worth even to be given a PPP value, and therefore are not counted.

>>>>>[Like the man says, to bugger-all with official data. The official number of Tír citizens below poverty level comes to all of three percent. Some of that lovely number comes from social benefit payments. Most of it, though, is an out-and-out lie. In the Tír, street people have not proven themselves available for work; under our Constitution, they therefore have no legal right to it. As a consequence, official poverty statistics don't consider them *at all*. They're classified out of existence. Myself, I'd guesstimate them at 15–25 percent in the cities. Out in the sticks, your guess is as good as mine.]<<<<<

—Moleman (14:42:22/17-MAY-54)

The Tír economy depends on trade; aside from a few specialized areas, it has a tiny industrial base. Because it lacks heavy industry, 70 percent of Tír imports come from foreign manufacturers. However, the Tír's exports more than make up for its imports. Throughout the 2040s, exports exceeded imports by 24 percent, and the trade balance has remained healthy.

In lieu of industry, agriculture and forestry have emerged as two major components of the Tír economy. The Tír acquires 44 percent of its income from exporting foodstuffs, over half that figure from beef and dairy products. The Tír imports grain from the CAS, Britain, and Ukraine, and also imports substantial quantities of finished clothing, cotton, and other textiles.

Other major contributors to the Tír balance of trade are tourism, sale and licensing of literature and other arts, college and university tuition, sophisticated armaments, intelligence-gathering and other software, and Shaped Ecomorphing Systems (SES). By selling advanced weapons, the arms market makes considerable money in spite of its small size, and the EcoSat system has made the Tír a world leader in surveillance software. Adding to the Tír's overall prosperity, government educational programs offer intensive vocational training from an early age, assuring Tír corporations of significant numbers of highly skilled workers.

Though the government does not officially admit the fact, the Danaan Families control virtually every significant commercial development in the Tír. Additionally, Tír law allows Tír subsidiaries of foreign megacorporations to operate only if the Tír government owns at least 51 percent of the shares. The Danaan Families control the government, both openly through membership in the Senate and covertly. Therefore, government control of a business means Danaan Family control. In the case of domestic companies, the Tír banking system is dominated by the MacMurrough family, and the banks control most national corporations. Other ownership strategies include indirect holding-company and "sleeping partner" arrangements.

>>>>>[And of course, the law tells you what kind of people make suitable company directors. Any company employing more than fifty people or with a turnover greater than a hundred thousand punts a year has a government-appointed director on the board. My, but don't those government directors scramble to buy out anyone who looks like faltering.]<<<<<

—Paper Chaser (16:11:09/17-MAY-54)

DANAAN CONTROL

Within the Tír economy, each Danaan Family has its own sphere of control. In the case of a conflict, the Cúirt Danaan mandates negotiations between the quarreling families until they reach an agreement. Disputes rarely occur, because each different sphere of interests and the appropriate skills relate to the Ways and Paths followed by the different families. Each family tends toward affinity for a different area by virtue of its members' intrinsic natures. The most important of these spheres of control are as follows, listed by family.

O'Neill: Armaments and military hardware.
O'Donnell: Security and surveillance systems.
O'Toole: Communications and transport.
O'Byrne: General industry.
McMurrough: Agriculture, SES, finance, and food, specifically baked goods.
Fitzgerald: Media and entertainment.
MacCarthy: Literary and musical publishing, including poetry.
O'Brien: Education, educational software, and the EcoSat system.
O'Connor: Advanced software systems.

The families listed above dominate Tír life in their particular areas, not only as owners of relevant industries but also as workers, managers, and company directors. Each family has a major financial stake in companies operating within its sphere of interest, and the Tír government rewards each family in accordance with the profit their enterprises bring into government coffers.

>>>>>[Pork-barrel time, our Massachusetts friends might say.]<<<<<

—Paper Chaser (16:33:18/17-MAY-54)

MAJOR CORPORATIONS

Tír corporations fall into two categories: Tír subsidiaries of foreign companies, and Tír-owned and -managed megacorporations. The law providing for 51-percent government shareholding, of course, means that all corporations operating on Tír soil are in a sense Tír-owned.

FOREIGN CORPORATIONS

Though many multinationals might desire a more active presence in the Tír, a combination of draconian laws work against them. Stringent environmental regulations, requirements for Tír-majority shareholding, and laws mandating a work force composed almost entirely of Tír citizens discourage foreign companies from setting up Tír-based operations. In fact, the few multinationals with an appreciable presence have all come to an agreement or understanding with the Danaan Families, gaining access to the Tír market in exchange for promised payments I can only guess at. Not surprisingly, the Tír government and its corporate partners keep such mutual back-scratching secret. Even with maximum government support, however, no corporation may legally keep a private military force.

>>>>>[They mean this one. If the Tir government spots a single samurai patrolling the perimeter of a foreign corp's installation, it shuts down that company within a week. That happened to Ares back in 2038. The government turns a blind eye to a few chiphounds, but won't stomach any meat-machine hybrids with SMGs and attitude problems. Naturally, every company negotiates with the Garda about security, so the TRC gets involved. Convenient way to keep tabs on a foreign corp. My goodness, who'd have pegged that soldier with the shades and the beret as a sheet-hot mage with a passel of foci and watcher spirits?]<<<<<

—Torc Talk (01:17:44/18-MAY-54)

RENRAKU ÉIREANN-TÍR

Home Office Location: Tokyo
Tir na nÓg Division: De Valera Habitat, Dun Laoghaire, Leinster
President, Tir na nÓg Division: Patrick O'Connor
Chief Products/Services: Experimental software systems

Business Profile:

Renraku's Dun Laoghaire base, far enough from Dublin to avoid attracting attention but still reasonably close to the center of power in the Tir, ostensibly exists as a combination tax write-off and holding pen for the company's brilliant but probably dysfunctional software designers. Renraku plays down the value of the installation, saying little about it in company bulletins.

Of course, any capable corporate-watcher can see through this excuse. Division president Patrick O'Connor, who happens to be my uncle, is one of the Tir's most accomplished scholars of the Western Way and a member of the Council of Stewards. Any half-competent mage specializing in detections can spot the heavy security at the Renraku installation. Provided by the TRC, the intensive security measures testify to the importance of the De Valera Habitat.

In reality, Renraku's presence serves several functions. First it acts as a deliberate poke in the eye to its rival, Aztechnology. Aztechnology's UK division has close ties with British hermetic druids, whom the Danaan families do not always trust. On occasion, the Danaan have taken direct actions against Aztechnology operations in Europe, possibly using Renraku Éireann-Tir as a base. Renraku also supplies the Tir government with intelligence concerning yakuza and INLA activity, allowing the government to intercept yakuza money and other support en route to the INLA. In return, the Tir government allows Renraku's staffers a taste of the Tir approach to sculpted-system design, including selected aspects of the new *Taibhse* systems.

>>>>>[Renraku also helps the Tir out with imports of new chip technology. The Tir doesn't do much chip production, and Renraku's supplies sure make a difference.]<<<<<

—Traveler (18:02:20/18-MAY-54)

>>>>>[Dun Laoghaire also lies conveniently close to the ferry that travels across the sea to Holyhead and on to Snowdonia.]<<<<<

—Moleman (23:11:07/18-MAY-54)

>>>>>[Renraku's corporate logo for its system in the Tir matrix is a complex Celtic pictogram that incorporates some nasty, subtle IC. I can only describe its effects on an intruder's mind as hypnotic. Somehow, its cascading, structured fractal slows your mental reflexes and you just can't get it together. Take my advice; keep away.]<<<<<

—Slater (20:11:04/18-MAY-54)

GAEATRONICS ÉIREANN-TÍR

Home Office Location: Olympia, Salish-Shidhe Council
Tir na nÓg Division: Dublin
Executive Directors, Tir na nÓg: Sean MacMurrough, Taibhseach White Wolf
Chief Products/Services: SES designs

Business Profile:

Gaeatronics holds the only license to export SES designs to the North American nations. The Gaeatronics operation also has another function; it acts as a cover for exchanges with the Salish-Shidhe Council in which the Council trades intelligence about Tir Tairngire for the continuing license to market SES systems.

>>>>>[The corporate logo for Gaeatronics' matrix database is a cutesy North American pine, with little shamrock shapes all over the pine cones. Tacky or what? Most of the system can be penetrated easily enough, but watch out for databases holding serious stuff from EcoSat. Those have *very* unfriendly traps all around.]<<<<<

—Slater (20:33:17/18-MAY-54)

TÍR-OWNED CORPORATIONS

ARMAMENTS ÉIREANN-TÍR

Home Office Location: Armagh, Ulster
President/CEO: Thomas O'Neill
Principal Divisions
Division Name: Ergonomic Weapon Systems
Division Head: John Cornelius O'Neill
Chief Products/Services: Personal, heavy, and military weapons
Division Name: Integrated Security Systems
Division Head: James Patrick O'Donnell
Chief Products/Services: Weapon control systems, skillsofts for weapon-related skills and military intelligence analysis, personal weapons

Business Profile:

TRC security forces provide a heavy guard for AET's forbidding complex at Armagh. AET handles all government commissions to produce weapons for Tir security and military forces. In addition to its commissions, the company supplies small quantities of expert systems to a few foreign security agencies at a steep price. AET's research divisions have a reputation for fast development of light, easy-to-conceal, sophisticated weapons. The company subcontracts its weapons manufacturing to General Indus-

trial Corporation (GIC), a small company that also produces military vehicles. AET uses its own, minor manufacturing capacity for research, development, and production of classified ordnance such as morph-seeking weapons. By government order, AET has no obligation to provide public records of its finances, stockholders, or operations.

>>>>>[The logo for their Matrix system is a clenched fist surrounded by flames. Anyone brainless enough to snoop around in there deserves all they get. Call it Red-11 unless you want to get to anything excessively secretive. The truly top-secret stuff has security higher than the stratosphere.]<<<<<

—Slater (22:51:41/18-MAY-54)

ÉIREANN-TÍR PUBLISHERS

Home Office Location: Limerick, Munster
President/CEO: Joseph P. MacNamara
Chief Products/Services: Educational and cultural software, skillsofts, databases and archives, cultural artifacts

Business Profile:

The MacNamaras and their ETP empire balance the interests of two *Danaan-mòr* Families, the O'Briens and the McCarthys. The O'Briens dominate scholastic software design, while the McCarthys control the poetic/literary/historical areas of Tír culture. ETP handles all the business aspects of education and culture, including the licensing and marketing of summer schools and cultural festivals; licensing and manufacture of books, VR-CDs, chips, and skillsofts; and sales of cultural items such as sculpture, music, works of literature, and so on. The company's wide-ranging empire gives it a broad influence on Tír business and cultural life.

Instead of formal subdivisions specializing in different areas, ETP uses expert teams to oversee individual products and services. Staffers may specialize in certain areas, but must also have a general knowledge of Tír culture. Most ETP staff regard their work as a vocation, and feel intense loyalty to the company.

>>>>>[This place is so bizarre, I hardly know where to begin. Consider the products of the McCarthy Group in their Killarney forest hideout. I know for a fact that human hands—sorry, elven hands—didn't produce those fabulous paintings. Wild rumours hint at the mental fusion between the elven artists and the ally spirits who really execute the artwork. They say magic almost crackles off the canvases. Exhibiting unusual good taste, most international art dealers pay *big* money for an MG artwork.

Or take the Limerick ivory towers and garrets, where they've tucked away some real schizos. Mad Flaithrí O'Connor spent his last few years at the Limerick facility before his "cerebral accident" in 2051. Get your hands on the skillwires he dreamed up, and you might go crazy. Or you might become the next Baudelaire. Sure as hell they'll turn your head inside out realtime.]<<<<<

—Tommy Mac (22:59:02/18-MAY-54)

>>>>>[ETP gets into some weird marketing and development spins. For example, they pushed a big new line in 2050 of ergonomically designed, learning-favourable environments. If you want to speed-read, scan images and extract information super-fast, or learn how to access a database in your head through intuitive data sorting, ETP can give you the software. Right along with it, they can also modulate your internal biorhythms, pump essential oils into the atmosphere, and slop the right colour paint on your walls. Plenty of people out there pay real nuyen for the full treatment. They tell me it works.]<<<<<

—Poguer (01:03:11/19-MAY-54)

>>>>>[Just don't try getting a record deal if you have anything worthwhile to say about how life really works.]<<<<<

—Slobhan Snakehead (02:31:00/19-MAY-54)

>>>>>[Indeed. ETP plays a vital role in suppressing free speech; it advises the Ministry of the Interior on the "cultural suitability" of all media forms, as well as having its own absolute monopoly in music publishing and licensing. They keep foreign stuff out, too, if they don't like it; foreign media companies may only publish and produce their works by licensing arrangements through ETP.]<<<<<

—Tommy Mac (02:39:12/19-MAY-54)

HERMETIC SERVICES INC.

Home Office Location: Not applicable
President/CEO: Thomas Sheridan O'Connor
Chief Products/Services: Magical foci, hermetic libraries, unique magical artifacts

Business Profile:

Unique among Tír corporations, Hermetic Services does not advertise; word of mouth is the only way its customers learn of its existence. The company taps government databases for information on all talismongers and magically active people and creatures within the Tír and also has an unequaled database of hermetic groups and practices. In addition to providing information, Hermetic Services advises the government on the licensing and surveillance of all magical practitioners within the Tír.

HSI has a staff of 30 specialist enchanters, among the most expert in the Sixth World. They charge high prices for their products and services, but they can enchant foci and other desired items significantly faster than most at a vastly reduced karmic cost. HSI only sells its services to individuals or corporations whose activities it deems non-prejudicial to Tír interests, and it often accepts favors and information rather than money in payment. Company president Thomas Sheridan O'Connor is my uncle, and his connection to the influential O'Connor family helped gain him that important post.

>>>>>[Go on, just try to find their matrix system. Just try.]<<<<<

—Slater (22:00:14/20-MAY-54)

O'TOOLE TRANSCOM

Home Office Location: Dublin
President/CEO: Séamus O'Toole
Principal Divisions

Division Name: O'Toole Communications
Division Head: Máire O'Toole
Chief Products/Services: Telecommunications systems (software and hardware), printing, trideo and radio networks
Division Name: O'Toole Transport Systems
Division Head: Bridgit O'Toole
Chief Products/Services: Bus, rail, coach, plane, and ferry services

Business Profile:

In keeping with the O'Toole family's flamboyance, O'Toole Transcom is the only corporation bearing the name of the Danaan Family that owns it. Bridgit and Máire O'Toole are brilliant businesswomen and also prominent socially. O'Toole Transcom has the exclusive right from the government to operate great swathes of Tír communications, media, and transportation systems. Needless to say, the company faces little competition.

>>>>>[They import some interesting things on them ferries. Transcom puts on a real easygoing, lackadaisical facade; they hardly seem to notice or care what's happening on their transport systems. 'Course, the truth's a mite different. Their excellent safety record alone shows that they don't pay salaries to eegits and they have slick media operations. Máire's engaged to Padraic O'Kennedy, allying the O'Tooles with the other most important Danaan Family in the media; that kind of politicking shows plenty of smarts. As for Bridgit, she may look a flighty vision in green and gold, but she's got a mind as sharp as razorclaws. If Thomas O'Neill trusts her to handle import and export of delicate and "sensitive" military hardware, that proves she's no fool.]<<<<<

—Poguer (23:41:00/19-MAY-54)

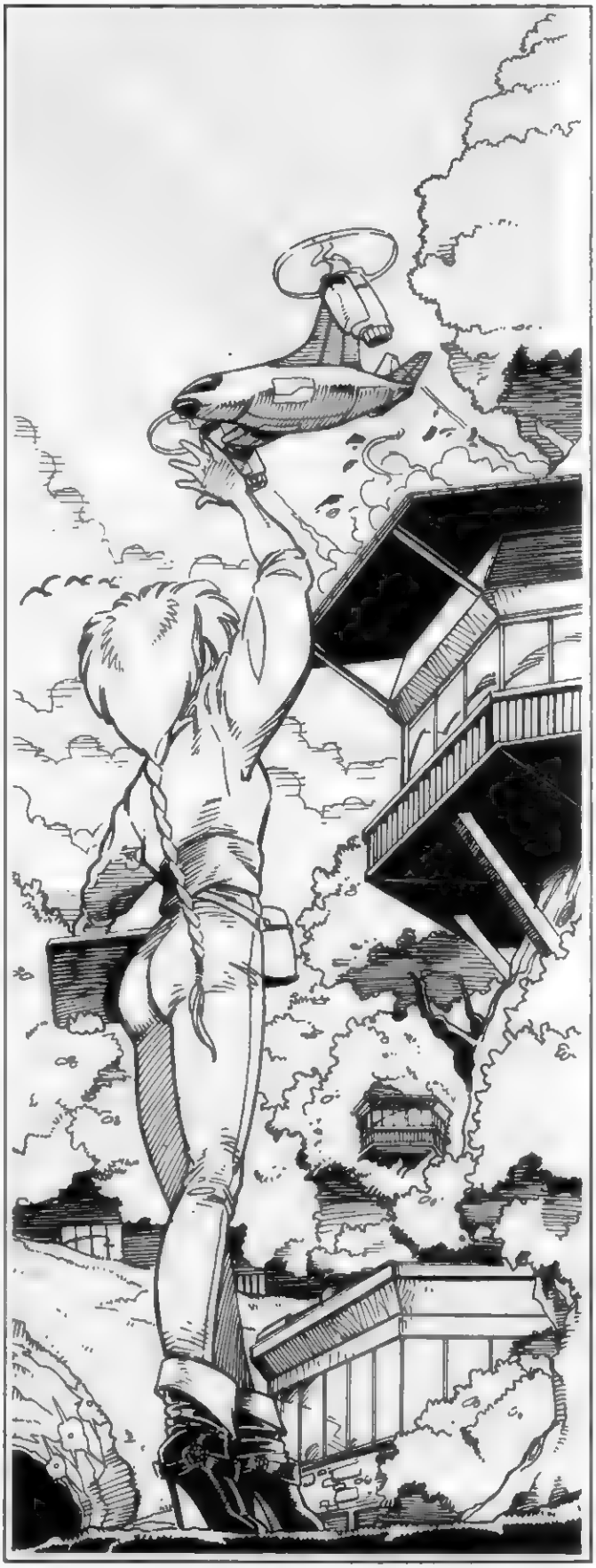
SCULPTED ENVIRONMENTAL SYSTEMS INC.

Home Office Location: Boyle Abbey, Lough Key Forest Park, Connaught
President/CEO: Dominic O'Brien
Chief Products/Services: Ecological research and system development

Business Profile:

SES Inc. operates out of an extraordinary complex of underground caverns, ground-level buildings, and tree houses scattered throughout Lough Key forest. Lough Key itself serves as an organic testing ground for SES designs. The company develops plant ecologies that can terraform and alter soil, detoxifying and changing its pH balance. They also produce plants that extract trace minerals, CO_2-guzzling plants called "heavy respiration fixers" that also put nitrogen in the soil, and similar products. SES Inc. sells its merchandise to customers worldwide; SES staff visit foreign territories and custom sculpt plant ecosystems with environment-improving qualities appropriate to the environment in question.

>>>>>[A real oddity, this company. SES doesn't appear to use conventional gentech in its plant-development programs. Lough Key certainly has intrinsic magical qualities, shown by the 40-



percent growth in the forest from 2011 through 2015, and SES most likely uses them somehow. They've thrown up heavy-duty magical barriers around those cute little tree houses for *some* reason, after all.]<<<<<

—Mulligan (10:31:44/20-MAY-54)

SOFTWARE SIMULATIONS ÉIREANN-TÍR

Home Office Location: Athlone, Meath
President/CEO: Brendan O'Dunn
Chief Products/Services: Experimental software systems

Business Profile:

SSET acts as the clearinghouse for all government-funded and -sponsored software design and research. SSET does most of the pure research, then licenses its designs to other Tír corporations and occasional foreign megacorporations and their subsidiaries. SSET-sculpted systems and trained operatives protect the most sensitive areas in the Tír government's Matrix system.

The stringent security at SSET includes active units of both the TRC and the *Reach Fulleach*. Security within software systems is equally formidable, complete with government-approved black IC. SSET systems have fiendishly complex node structures that use smartframes to route data along constantly switching pathways.

SSET also manages the EcoSat system, which uses licensed observation time from satellites, transorbitals, and shuttles to monitor changes in the ecosphere. The Tír government's unparalleled extrapolation programs allow it to take data from observed changes and accurately predict ecosystem shifts and possible impending disasters, from earthquakes to toxic spills and other such man made disasters. According to rumor, the Tír government confirms EcoSat's predictions with excellent research data from Deep Green eco-activists, whose activities it sponsors around the globe. Magical sources, especially nature spirits, provide Tír magicians with information from distant locations which they then dump down into EcoSat's analyzing systems. Overall, the system makes considerable profit for SSET and the Tír; many foreign governments pay SSET high retainers in return for advance warning of important ecological changes in their own lands or in others.

>>>>>[Fraggin' nightmare. Red-10 just to get in and up, up, and away if you want to get close to actual data. The *Taibhse* systems they're working on are unbelievable. Run into these and they put you in a mirror-maze of IC constructs coming at you from all over. Some of 'em are dummies and ghosts, but by the time you've sorted the wheat from the chaff you'll have gotten a trace-and-burn up your backside. SSET bases a lot of their sculpted systems on illusion, confusion, and redundancy. Anybody venturing in here had better have the best reality filters money can buy. The Matrix logo is a ghost (surprise, surprise).]<<<<<

—Slater (16:00:34/20-MAY-54)

>>>>>[Niall's list of corps doesn't tell you everything. Remember, the government has its fingers in every economic venture worthy of the name. Just because a corporation as such doesn't exist in some area doesn't mean the government hasn't set up its equivalent.

Just as an example, no biomedical-technology corporation as such exists in the Tír. Instead, government-funded research clinics at major universities and hospitals perform that function. The biomedical research laboratories at the University of Galway and the Integrative Biotechnics Division at Steward's Hospital in Tullamore collaborate closely on research into neuromuscular boosting; they originated and patented the unique boosted-reflex system used by TRC officers. To make a nice profit, the labs supply less cutting-edge versions of the same system to personnel from a handful of other security organizations at *unbelievable* prices. Though not legally a corporation, they act like one.]<<<<<

—Leech (22:19:38/20-MAY-54)

CRIME

Though it may seem odd to speak of crime in connection with the economy, certain kinds of crime in the Tír have potentially major economic effects. Because Ireland was historically too small a backwater for major international criminal elements such as the Mafia or the yakuza to infiltrate, organized crime has always belonged to indigenous Tír gangs and organizations. Ireland's historic lack of ethnic diversity also made it almost impossible for foreign-based gangs to operate without sticking out like a sore thumb. Aside from the economically insignificant activities of street gangs, most Tír organized crime involves terrorist groups intent on grabbing power any way they can. The activities of these groups can potentially cripple the Tír economy.

TERRORIST GROUPS

The Irish National Liberation Army (INLA) is the Tír's most dangerous criminal organization outside of Ulster. It uses robbery, kidnapping, protection rackets, and extortion as its major weap-

ons against the regime it despises. Many INLA personnel are clinically psychopathic and have given the group a reputation for savagery. Structured in cells, the INLA lacks coherent leadership, making it even more dangerous. In recent years, it has stepped up activity throughout Munster and southern Leinster.

So far as anyone knows, the INLA uses money acquired from its activities to import weapons and magical expertise, the latter including ritual sorcery and methods for evading surveillance. The TRC has lately traced some INLA operatives through spirits, and the INLA is currently shopping for suitable ways to mask themselves from hermetic observers. Despite the group's apparent anti-metahuman bias, the INLA has gradually acquired a sizeable minority of ork samurai. Along with last year's gruesome murder of three human INLA operatives at Meager's Bar in Mallow, County Munster, the growing ork membership suggests an impending schism within the INLA.

>>>>>[They hit the wrong targets; it was a logistical error. The correct termination targets unfortunately left two minutes before the controlled explosion. The bombers issued an apology.]<<<<<

—Siobhan Snakehead (23:19:03/20-MAY-54)

>>>>>[Oh, you *apologized* for boxing 21 people with a "controlled explosion?" I guess that's all right, then.]<<<<<

—Zeitguest (00:00:00/21-MAY-54)

Other terrorist organizations such as the Official IRA, the URF, and the NURM use bank raids, large-scale resource theft, and occasional financial system hijackings to raise funds to arm and equip themselves. They launder the money and send it overseas to buy weapons. The IRA may also have links with the Mafia, working with it to import BTL chips from the Mediterranean and North Africa.

>>>>>[Don't buy any, people. They're *awful*, a real rip-off. Crud quality and totally unreliable.]<<<<<

—Poguer (00:42:16/21-MAY-54)

Other international terrorist groups such as the yakuza, Tongs, and so on have shown little interest in the Tir, not even in allying with internal criminal elements to subcontract business. Several factors deter such alliance, including the Tir's stringent national security and the nature of Tir criminal elements. Most native gangs are either disorganized petty crooks or terrorist organizations with their own agendas. Foreign criminal elements find the latter particularly difficult to pressure.

STREET GANGS

Street gangs exist in a handful of major Tir cities: Dublin, Belfast, Cork, Wexford, Derry, Armagh, and a few others. Outside of Dublin and Belfast, they play little part in city life. Strong police presence and the lack of suitably run-down, readily available hiding places make gang life difficult in the Tir. The Garda often calls in the TRC if gang activity reaches too high a level; the TRC's well-equipped, surgical strike teams use heavy magical support to eliminate all offenders. Magical surveillance precedes such strikes and the results always receive extensive media coverage carefully tailored to show the success achieved by security forces. In order to emphasize the rarity of such events, some strikes are never reported; this is often true in Dublin, somewhat less often in Belfast. Tir law allows captured gang members to receive sentences that include what the government terms "opportunities for re-education and development of skills that may assist him or her in acquiring social awareness antithetical to continued criminal activity." In plainer words, a *brehon* can sentence a gang member to detention as long as seems necessary or until the case manager from the prison's psychiatric unit considers release appropriate.

>>>>>[Well, it's helping disadvantaged kids, isn't it? Gives them the education and start in life they should have had. I'm all for it. Mind you, if they re-offend, I say string 'em up. It's the only language they understand.]<<<<<

—Belfast Cabbie (15:02:16/22-MAY-54)

>>>>>[If you're the wrong metatype, your re-education is a lobotomy, more or less. That process equips you with skills admirably suited for digging peat, or shuffling around in the Connaught bogs as a grunt for the rest of your life.]<<<<<

—Metal Mickey (01:50:21/23-MAY-54)

>>>>>[Here's some feedback on the better gangs around most of the cities; we'll clue you in on Dublin and Belfast in later files. Most Tir street gangs look tough and try to act cool, so they wear gear and attitudes about ten years out of date picked up from the Brits or the seps. It gets really plazzy; some of the street girls still wear *mascara*, can you believe it?

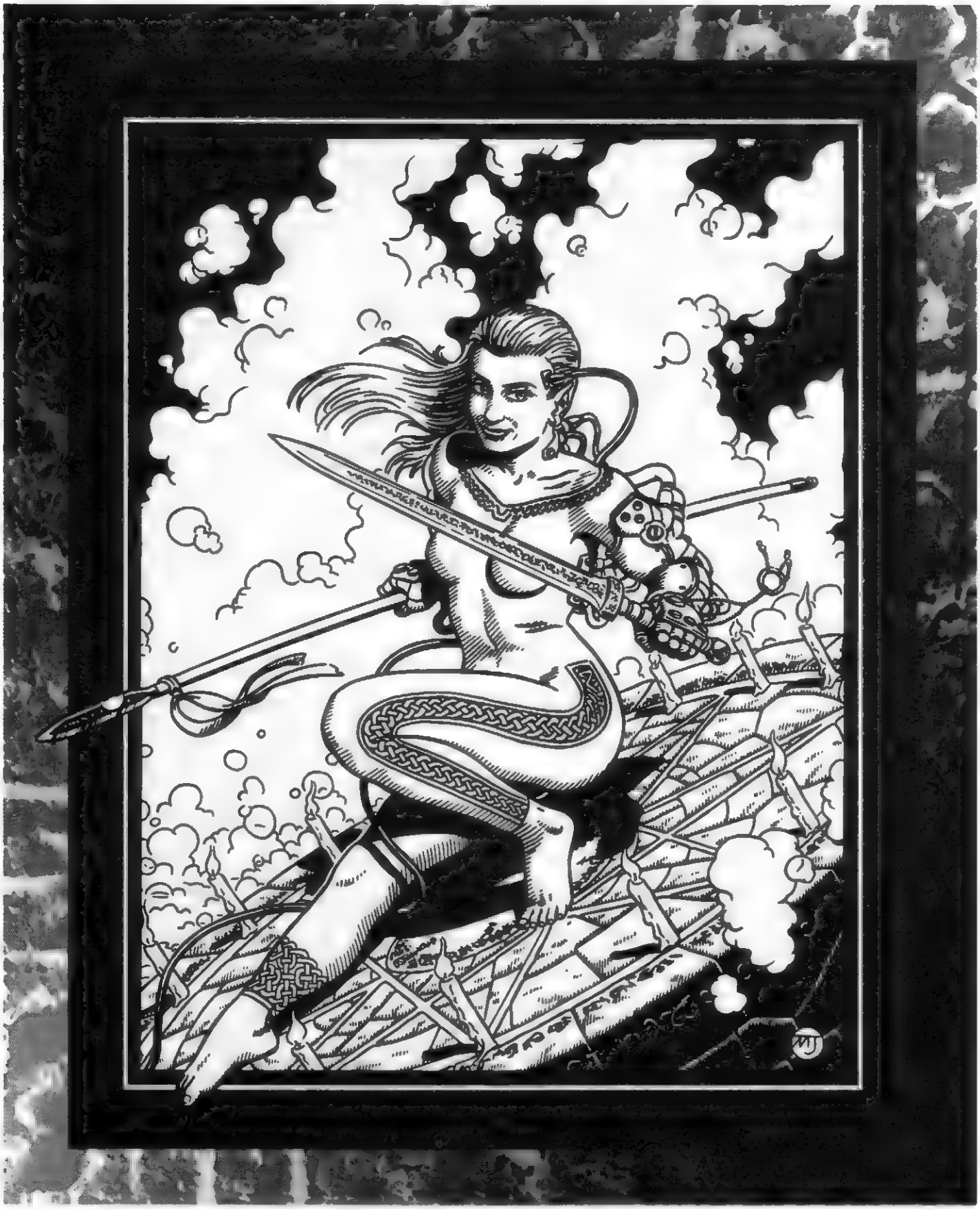
Down in Cork, the Ballincolig Bastards have some kind of cool. They're ork, troll, and a few human faces, wearing slate leathers and berets. To find 'em, look around the shoreline and docks and at the Thundersplit club. But you'd better look tough without metal in the meat; they don't care much for overchipped samurai. They're strange, 'cos they respect brute force but also get deep into their own subculture. Somehow, you don't expect street kids to listen intently to poets. They hear a lot from the docklands, and have a few friends over the water. If you're an ork or troll, they trust you. Blow that trust once and you'll not see the next dawn.

The Waterford Kristals are an all-girl biker gang mostly into mugging, ripping off idiots they promise to turn a trick for. Look for lots of peroxide and dated UCAS fashions from bad trideo. One or two have friends in shadier areas of street life. Aggressive females with genuine American rags and gear can make friends among the Waterfords, and some useful contacts; the Garda tend not to hassle them.

Shannon's Squeezeheads ape what they think gangs get up to in the London Squeeze. No elves, please, but other metatypes mix well. They pull robberies, beatings, stealing from the airport warehouses, plazz like that. 'Course, they tend not to know the value of things they snitch from the warehouses, so a sharp operator can get a good deal out of them. Look for fake dreadlocks and the odd pair of cybereyes in the gloom; that gives real status among Tir street gangs.

For more info on gangs, check out the Dublin and Belfast city entries.]<<<<<

—Dead Meat (02:50:07/23-MAY-54)



WAYS & PATHS

The Ways and Paths embody the spiritual beliefs of the elves of Tír na nÓg. According to these beliefs, elven spirits alone are reincarnated into a new body on the death of their current physical shell. Throughout its incarnations, as the elven soul grows spiritually, it ascends the Wheel of Spirits toward ultimate transcendence. The Wheel represents spiritual growth achieved by Walking the five Paths: the Path of the Warrior (North), the Bard (South), the Steward (East), the Druid (West), and the Rígh, or King (Center). Once the elven spirit has Followed all five Paths, it may return as a Bright Shining Spirit to the Northern Islands, the mystical elven homeland in the metaplanes.

Heady stuff, I admit. On such esoteric subjects, I can be very clear in Sperethiel. Unfortunately, when it comes to explaining the metaphysical, my command of English may well fall short. To my readers, I apologize in advance for the esoterica to follow. However, some comprehension of the Ways and Paths is crucial to understanding the elves of Tír na nÓg, and elves throughout the world.

Throughout this file, the term "Path" denotes the possibilities for development of the spirit. To "Walk" is to develop oneself spiritually along a Path. The term "Way" refers to the broad sphere of interests and concerns that each of the five orientations—North, South, East, West, and Center—encompasses. A "Follower" is a Walker with magical aptitude, one actually making the journey toward Ascension; a "Seeker" is one who Walks a Path, but lacks magical aptitude. Such a one must continue to Seek until he achieves reincarnation as a magically active Follower. At that point, he may begin his true spiritual journey.

THE DANAAN MYTHOS

Tír society, culture, and behaviour spring from a central belief system shared by virtually all members of the Danaan Families and many other elves of Tír na nÓg. Though each elf's depth of knowledge or understanding varies widely, especially in magical terms, all Tír elves have a sense of the Danaan creed's core.

>>>>>[The careful reader should note that nowhere does Niall O'Connor speak of the modern origins, evolution, or institution of the Ways and Paths. They simply are. An interesting oversight, in my opinion.

The Ways and Paths first surfaced in the dark, cold winter of 2018, with the publication of *Walking to the Light*. The book spoke of social, philosophical, and spiritual transcendence, powerfully addressing a spiritual longing intensified by the shocks of VITAS and the Awakening.

Throughout history, religions, cults, and similar organizations have prospered from human insecurity. Humans *need* to be told they are doing fine or striving toward a goal. They have so little faith in themselves that they must develop faith in something inherently greater, whether an organized religion, a totem, a prophet, or a bored science-fiction author. As its predecessors had done for other peoples in other times, *Walking to the Light* spoke to the Irish in a new, profound way. It told them not only of the spiritual satisfaction that they could attain, but also of the spiritual transcendence that awaited their elven children. As the world around the young elves came alive with the rebirth of magic, so *Walking to the Light* brought their inner worlds alive and set their spiritual course as the elven children came of age. Their maturity changed Ireland into Tír na nÓg.

At the time of publication, *Walking to the Light* was credited to author James Michael Killeam, a grizzled recluse living near Dublin. Today, conventional wisdom holds that James Michael Killeam never existed. No one, not even its publishers, will say who wrote the book. Many have tried to ascertain the author's true identity, but none have succeeded. For now, the mystery endures.]<<<<<

—Professor Keel (10:12:13/8-15-54)

>>>>>[The answer is obvious, if you consider another question: with the first elves born just over forty years ago, how can anyone Follow the Path of the *Righ*? Liam O'Connor supposedly Walked it off the face of the planet *ten years ago*, but even as the first Follower he could not possibly have completed that Path in so short a time. So how did he do it? Simple: he wrote *Walking to the Light*, not as a new belief system, but based on memories from his previous lives. He has been Walking the Paths for thousands of years; *Walking to the Light* is the book of his life.]<<<<<

—Terrence (03:14:02/8-20-54)

>>>>>[Nutcase! The answer's simple, all right; it's all A HUGE, FRAGGIN' FARCE! And yer fallin' for it.]<<<<<

—Mickey (20:41:24/8-25-54)

In its simplest form, the myth of the *Tuatha de Danaan* comes from the ancient, sacred text of *The Battle of Moytura*, part of *The Book of Invasions*. Danaan Family children learn the opening six verses, given below, as a virtual catechism.

1. The *Tuatha de Danaan* abided in the Northern Islands, becoming wise in the ways of magic, druidic arts, and the homes of the spirit until they surpassed the pagan sages.
2. They studied magical lore and secret knowledge in the four cities of Falias, Gorias, Murias, and Findias.
3. From Falias came the Stone of Fal, which cried out beneath every King that might guide Tír na nÓg to glory. From Gorias came the Spear of Lugh, whose wielder could not fall in battle. From Findias came the Sword of Nuada, which smote all its enemies once drawn from its sheath. From Murias came the Dagda's Cauldron, from which no spirit went away unsatisfied.
4. The *Tuatha de Danaan* made alliance with the Fomoire to enter the land of Tír na nÓg.
5. The *Tuatha de Danaan* raised a great fleet, and sailed from the Islands to take Tír na nÓg from the Firbolg. Upon the shores of the Tír, they burned their boats behind them so that none might lose heart and flee. The smoke from the ships filled the land and the air, and the Firbolg said that the Danaan came in clouds of mist.
6. Come to the Tír from the Islands, the *Tuatha de Danaan* walked the Ways and Paths through all their many lives. They walked in the night, at the dawn, at noon, and at the setting of the sun. They came to Tara clothed in the Sun and Moon and crowned by the Stars. At the end of many lives, the Bright Shining Spirits of the *Tuatha de Danaan* returned to the Northern Islands and Ascended to the cities.

MEANING IN THE MYTH

Each verse carries a complex and subtle meaning for a Follower of the Ways and Paths. Scholars among the *Danaan-mór* interpret them as follows:

1. The Northern Islands refers to the metaplane where spirits dwell. As a race, the elves are more spiritual than any other, and have a special destiny to fulfill in the Sixth World.

1 and 2. Elves have greater knowledge of and sensitivity to magic than any other race. As proof, Tír elves often assert that 7.8 percent of Tír elves are magically active compared with 1 percent of other races.

The four cities are not "real" places and do not exist in the metaplanes. The cities are states of mind and thus belong to the mental world rather than the spiritual one. Rather than living in one of the cities, a Follower of a Path uses his intuitive image of it to focus his deepening spiritual understanding.

3. These sacred objects, also called the Arcana, have immense symbolic power. However, they do not lend themselves to a simple connection with the Ways and Paths. The Arcana correspond to four of the five aspects of the Paths: North, South, East, and West. I explain this correspondence at greater length under **Mystic Aspects**, further on in this file.

4. The Fomoire represent the mental world. The elves see themselves as representing the spiritual world, and the Fomoire as the elementals that elven hermetics control. Alternate interpretations of this verse suggest that the Fomoire are nature spirits. Because Danaan elves consider spirits and elementals crucial to the dominance of the elven race and the fulfillment of elven destiny, elves frequently seek support from free spirits, great spirits, elementals, and occasionally even ally spirits to achieve their goals. Among most elves, however, use of allies is considered unorthodox. Despite such reliance on spirits, many Danaan consider this verse less important than the two that follow.

5. This verse has many implications, all of which must be fully understood in order to comprehend the elven character.

The land of Tir na nÓg represents the physical world. The Firbolg are the land-born races, the humans who occupied the land before the Awakening and others. The so-called "Earth Thesis" interpretation currently in vogue stresses the unity of the land and the Firbolg, proclaiming the Firbolg's intimate connection to the physical world. According to this view, elves are the *only* truly spiritual race, whereas the rest of humanity and metahumanity belong to a lower level of being. Because non-elven spirituality remains forever bound to its physical roots, such souls do not reincarnate, and therefore cannot reach the Wheel of Spirits. To account for non-elven magicians and shamans, Danaan elves grant other races a spiritual aspect, but believe that spirits reincarnated in the Sixth World no longer take non-elven form.

Even more so than humans, Danaan elves believe that orks, dwarfs, and trolls embody diverse aspects of the physical world. Orks belong to the underground, dwarfs to the hills, trolls to the mighty mountains. To prove the objective truth of this belief, elven scientists point to differential rates of goblinization in Tir counties with different geographical features. For example, goblinization in the mountainous regions of southern Munster produced proportionately more trolls than orks, consistent with the image of trolls as mountain beings.

In the most recent Awakening, the elves have returned to claim Tir na nÓg just as their previous incarnations did in bygone ages. The interpretation of the great fleet and its landing remains in dispute; some scholars claim that the ship imagery suggests the watery bodies of any metatype, some suggest a symbolic link between water and the womb, and still others take different lines. Most scholars see the voyage as one across the metaplanes, and the ships as meaning nothing in themselves. The accepted interpretation of the burning of the boats says that the elves may not return to the metaplanes until they have fulfilled their purpose in the Sixth World. The smoke and "clouds of mist" refer to the illusions, deceptions, and secrecy practiced by Tir elves in order to hide their true goals from less-developed beings who would misunderstand and fear them.

6. This verse foreshadows the Wheel of Spirits, around which elven souls travel through many lives. Reincarnation across a series of connected lives in different ages lies at the core of elven spiritual belief. In the Wheel all times are one time, and all lives are one life divided into the Heretofore, the Herenow, and the Hereafter. The spirit must travel through its extended life until it detaches itself from the Wheel through Ascension.

The cycle of the Wheel of Spirits brings the individual elven soul from the spirit home of the Northern Islands to Tir na nÓg, the physical world. On the physical plane, through many lifetimes, the spirit must develop, learning skills by Seeking or Following the Ways and Paths. The different times of day cited in the sixth verse connect symbolically to those Paths. Once the elven spirit has fulfilled its destiny, it comes to the Center Path, clothed in the symbols of the heavens to show that it has Walked all the other Paths. Following the Path of the Center, or Righ, makes the spirit a Wizard, an elven soul that has developed all the skills it needed to learn during its many lives. Ready to return to the realm of pure spirit, the soul detaches from the Wheel of Spirits and returns to the Northern Islands, where it guides younger spirits along their Paths. "Ascending to the cities" refers to the uniting of Mind with Spirit, free of the shackles of the physical world. The Ascended spirit no longer incarnates, becoming instead a Bright Shining Spirit and remaining in the metaplanes.

>>>>>[This sixth verse doesn't appear in the traditional Celtic versions of the *Book of Invasions*. Elven scholars "discovered" it at the University of Galway in 2038. Convenient, isn't it?]<<<<<

—Tommy Mac (23:52:11/30-MAY-54)

Wheel Of Spirits

Belief in reincarnation underpins all elven culture. According to elven belief, in ages of low mana levels reincarnated spirits take human form in a few cases or else exist solely on the spiritual plane. Only the most developed spirit can Follow its Path in a low-mana world, so few spirits not highly developed incarnate in one. A lesser-developed spirit can Seek a Path in a low-mana world, but cannot travel higher on the Wheel of Spirits. Despite their strong elven bias, most Danaan elves believe that the great figures of Celtic-Irish legend and the most brilliant Irish human scholars of past centuries were reincarnated spirits. This belief allows the elves to acknowledge their link to Irish culture, and explains their fierce protectiveness of it through the laws that safeguard cultural integrity. In a mana-rich age such as the Sixth World, reincarnated spirits of the Wheel take elven form *exclusively*, or virtually so. More liberal scholars among the Danaan allow the possibility that a handful of non-elves are spirits of the Wheel, but this increasingly represents a minority view.

>>>>>[I swore to myself and others that I would not lend credence to this ramble by responding. Upon reading this part of the propaganda, however, I feel that I must.

Think what you will of me. Think what you will of the nation and beliefs I serve. But believe me when I tell you the *Tuatha de Danaan* are a dark and twisted folk. The *Tuatha* weave small lies into ever-greater ones, all to deceive people into believing what they say. Like the *fey*, their picture of themselves cannot be taken as truth. Take no gifts, food, or shelter from them lest you be forever in their debt.

As for reincarnation, I think not. Though no one knows the truth of the soul, the spirit, the *ka*, the *waicha*, or whatever you wish to call the essence of self, *does not continue beyond death*. At least, not in this world.]<<<<<

—Ehran the Scribe (08:22:07/8-15-54)

In addition to reincarnating spirits, elves believe in the existence of dual beings. These creatures have an eternal, non-reincarnating spiritual nature as well as a physical aspect. Mana-rich ages allow them to Awaken in the physical world, taking physical forms determined by their spiritual natures and influenced by mythic imagery. For example, a dragon is a dragon because its spirit makes it so, but also because centuries of emotionally charged images generated by humans shape the dragon's form. That form gives rise to the myth, which in turn reinforces the form. This mutual causality distinguishes elves from such dual beings. Far from being influenced by such mythic images, elves generate them. They see this uniqueness as a sign of their special destiny in the world.

>>>>>[Excuse me? You dream, therefore I am? I think not.]<<<<<

—The Big "D" (08:20:41/9-19-54)

>>>>>[Frag me, but this is getting seriously weird. So the *Tuatha de Danaan* have heads full of drek; so what? Belief's one thing, but where's the evidence?]<<<<<

—Cynic (19:37:51/1-JUN-54)

>>>>>[Here's a mind-bender. The Ilgner group at Heidelberg University came up with something like this elven notion, in a different language. Ilgner's boffins claim that the greatest subspecies diversity among Awakened critters occurs among those forms without historical continuity, but critters with a long mythic history don't show the same variety. Take dragons; they've existed for a long, long time and their forms show almost no variation. What little they have springs from innate genetic diversity, not from any adaptive reaction to their environment. But newcomers like merrow or flame jackals show much faster adaptive development of form. Remember, form doesn't have anything to do with intelligence, and this idea doesn't consider what a critter can do magically to change itself. However, as controversial a claim in parazoology as it might be, it seems to fit the facts.]<<<<<

—Leech (20:50:07/1-JUN-54)

Firbolgs

Among themselves, the Danaan elves refer to humans as firbolgs. As non-reincarnating beings, humans are believed inferior because they cannot develop spiritually along the Ways and Paths. However, even the most biased Danaan elf admits the crucial role humanity plays in elven destiny. In ages with low mana levels, advanced spirits can only reincarnate in human form. Also, when mana levels rise, humans give birth to elves. The existence of humans to bring forth the elves permits the Wheel of Spirits to turn once more. Many elves take this fact to mean that, while humans may be inferior, one should not oppress or exploit them. Patronizing or even pitying them, by contrast, remain acceptable among far too many of my elven brethren.

>>>>>[Those elves just treat everybody so well.]<<<<<

—Kent (03:01:13/8-20-54)

The concept of stewardship allows the elves of the Danaan Families to love their human relatives without questioning essential elven superiority. Danaan elves consider themselves custodians of the sacred land of Tír na nÓg, destined to guard and guide it during those blessed ages when mana levels surge and the Wheel turns. When mana levels recede, humans must fulfill this function. They alone can keep the Tír intact and unspoiled until the elves return. Indeed, humanity acts as a kind of steward of the elves' return; humans carry the metagenes that lie latent until the mana surge triggers the appearance of the elven metatype. By protecting the land and the elven seed (the metagenes), humans act as stewards even though they cannot understand their calling in the same way an elf can.

>>>>>[Thank you, mister pointy-ears. I'm keeping your seat warm for you until you decide to hop back from the ether and take charge again, huh? What a crock!]<<<<<

—Sinéad F (23:17:12/1-JUN-54)

Seeing them as fellow stewards of a sort, elves of the Danaan Families regard their human relatives with gratitude and love even though they do not see them as equals. However, they easily place

them in positions of trust in the government and in business. Though the elven mythos denies firbolgs the spiritual depth and destiny of elves, the firbolgs still possess worthwhile skills and abilities.

Human members of the Danaan Families know something of the elven belief system, though how much they understand depends on the family and the individuals concerned. Some humans even become Seekers of a Path, usually the Path of the Warrior. Few Danaan humans feel slighted or degraded by the elven view of them. They regard their elven children and relatives as marked by destiny, greatly gifted, and above all true stewards of Ireland.

>>>>>[To use an Irish term, sounds like complete bollix to me. Dozy humans must be using hypnosis or chip implants or something.]<<<<<

—Teague (16:34:22/2-JUN-54)

>>>>>[Why is this claim so extraordinary? After all, the land changed in Ireland after the Awakening. The forest regenerated, portal dolmens across the countryside erupted and transformed, and the burial mounds at Newgrange underwent incredible changes. If the land metamorphosed like that, what's so bizarre about a shift in human consciousness when the human psyche has to deal with elves and dragons and mages all of a sudden???]<<<<<

—Analyzer (00:12:45/3-JUN-54)

False Spirits

The Danaan elves also hold that some spirits are false, impure, or distorted. Unlike elves, humans, dwarfs, orks, and trolls, false spirits do not have a nature and form in accord with the highest spiritual laws. Interestingly, though the elves use almost every synonym imaginable for the word "corrupt" to describe these spirits, no one ever uses that particular word. A corrupt spirit seems to refer to something entirely different, though what, I do not know. The malformed, false spirits fall into three groups: toxics, banshees, and non-*tuatha* spirits.

All toxic creatures, spirits, or twisted persons partaking of that realm such as toxic shamans make up the first category of false spirits. The elves loathe all such creatures and beings, in much the same way that the Catholic Church once regarded devils and demons. Toxics are the implacable enemies of all that is good and right, on every plane of existence. Though most obvious in the physical world, the poison spread by toxic beings becomes even more dangerous in the mental and spiritual planes because its nature is less clear to non-elves. Because of the dangers that toxics pose, elves consider it both a spiritual duty and an act of self-preservation to exterminate toxic beings everywhere.

Tir elves regard banshees with ambivalence. The Tir government has placed a bounty on them, but opinion splits between those who see banshees as false spirits akin to toxics and those who consider a banshee a true spirit cursed with a dreadful karmic debt from misspent past lives. All of the former and some of the latter gladly hunt down and destroy banshees, but a small and influential minority regards it as the duty of a true spirit to help another spirit trapped in a cycle of bad karma. For these elves, aiding the wretched banshee rather than destroying it allows the elf to develop more swiftly in later lives.

>>>>>[Wait a minute. We *know* that banshees are elves infected with the HMVV virus. The causal chain of infection has been established beyond doubt. What's this "karmic debt" drek? The banshee isn't born with the virus; it's inflicted on them. What gives?]<<<<<

—Kaneda (20:27:09/7-28-54)

The third category, regarded with far less fear and loathing, are the non-*tuatha*. Elves regard these spirits not as malign, but as playing roles in the Sixth World not in accord with their true spiritual nature. Tir na nÓg elves regard the elves of Tir Tairngire as this kind of false spirit, interpreting their nature in many ways. The most benign of these calls the Tir Tairngire elves parasitic spirits, who have acquired some of the trappings of the true *Tuatha* and mimic their culture, forms, and behaviour, but are not true spirits of the Wheel.

>>>>>[Call them "spiritual wannabees." Unlike toxics, they're not considered evil. Flighty, mischievous, parasitic, and definitely inferior, but not evil.]<<<<<

—Analyzer (00:53:15/3-JUN-54)

>>>>>[Unseemly = Unseelie?]<<<<<

—Froud (20:18:51:3-JUN-54)

>>>>>[The Danaan in general accept the notion that a handful of Tir Tairngire elves may be true spirits, guiding the false spirits to wisdom and understanding. That might explain some of the covert overtures between certain individuals on both sides of the Pond.]<<<<<

—Zeitguest (00:00:00/4-JUN-54)

>>>>>[Personally, I like the exile theory. In this view, Tir Tairngire elves are fallen spirits, cast out from the Northern Islands and forever denied a return to the Wheel and Ascendancy. Though we reincarnate, we remain forever burdened by our guilt, sins, darkcraft, or whatever one wishes to call it. In my humble opinion, the Danaan "scholar" who contrived that theory needs a broader base of myths to draw from.]<<<<<

—Ehran (08:20:41/8-15-54)

Danaan Magic

Magically active *Tuatha de Danaan* are far more common than magically active creatures of other races; according to census estimates, 7–8 percent more elves are magically active than any other metatype. All magically active *Tuatha* follow a hermetic discipline, as either mages or adepts. However, the Danaan regard magical power somewhat differently than many hermetic magicians, and quite differently from shamans. Danaan elves do not acknowledge the validity of shamanism, regarding it as absurd to find the root of one's magical being in a totem. When they consider totems at all, Tir elves regard them simply as archetypal, unconscious forces in the minds of shamans. A totem, therefore,

cannot choose or "call" a spirit on the Wheel. Rather than residing in a totem, in elven belief power lies in the integrity of the elven spirit progressing along the Wheel. However, Danaan elves also find the standard, intellectual approach of the average hermetic mage limiting because it emphasizes only one aspect of magical power and flux. For a Follower of a Path, magic is more than a source of power to be used. Unlike many of his fellow hermetics, a Follower accepts the improvisational nature of magic much as shamans do. However, he sees such improvisation as a channeling of energy in accordance with the nature of his Path, interacting with the demands of the situation. For the *Tuatha de Danaan*, the Follower is Spirit rather than Mind, and in this they differ from non-elven mages who focus their magic through the mental world.

Sacred Essence

Tir elves regard their true nature as spiritual and see the physical world as the vehicle of spiritual growth and development. While living within this world, we elves shy away from anything that damages the spirit. All Tir elves, but especially Followers, hold this spirit or essence sacred and refuse to reduce it below a certain level by tainting it with machinery. Cyberware, common among many peoples and cultures in the 21st century, is anathema to most Followers and distasteful even to many other elves. Because it has no life, it reduces sacred essence. Most elves believe that reducing essence brings bad karma that persists across lifetimes and ultimately disrupts the Wheel of Spirits. Should a Tir elf carry too much technology within his own body, he will pay a steep price; he condemns himself to return in a less advanced form than he currently occupies and thus loses ground in his quest for spiritual development. Therefore, a Tir elf avoids excessive use of cyberware as instinctively as any beast flees from fire.

>>>>>[Now you know why the Danaan Families spend so much money on shadowclinics and the development of exceptional biotechnology.]<<<<<

—QMET (05:12:17/6-JUN-54)

>>>>>[Interesting that Mr. O'Connor espouses such a recently developed theory in his work. For those of you unfamiliar with current metaphysical scholarship, I offer an abridged version of the Essence-Integrity Theory as presented by Doctors John Clarke and Terri-Ann Clybourne in the April/'53 *Journal of Metaphysical Proceedings*.

"We all carry a metapsychic blueprint, an aural template, conceived with our physical selves and borne until our deaths. This template represents not only who we are, but what we might have been had our bodies and spirits developed unhampered from birth. This aural template, our essence, also connects us to the mystical world. For most people, essence envelops and sustains them throughout life, but they derive no other power from it. For a magician, the aural template serves as the circuitry through which magical power flows. It connects the inner world with the outer in a direct, observable, tangible way.

"In the past, metaphysicists have warned of the associative damage done to the aural template through the implantation of cybernetics and bioware. Though such warnings have validity, we believe the reasoning behind them to be inaccurate.

"Rather than damaging the aural template, the associative damage done by cyber- and bioware and the resultant loss in magical potency results from the deviation between an individual's aural template and his body. In effect, the implantation of artificial enhancements creates a new body, or physical template, that differs from the aural template. The greater the deviation, the less efficient the transfer of mana from the aural to the physical becomes.

"As to the question of why mundane individuals seem to suffer less from bioware than magicians, the aural template can adapt to a certain extent. Its adaptability, however, becomes inversely related to an individual's ability to work magic. Its fabric stressed by the working of magic, the aural template becomes less adaptable and therefore cannot compensate for even relatively minor physical deviations caused by bioware." Got that?]<<<<<

—Doc Dresden (07:39:20/8-10-54)

UNDERSTANDING WAYS AND PATHS

The *Tuatha de Danaan* Walk five Paths, each of which corresponds to a mystic Way. Each Way corresponds to one of five directions: North, East, South, West, and Center. The Way from which each Path springs is symbolized by an overall mystical view of the world and general areas of knowledge and action. Every elf must Walk all of the Paths belonging to all of the Ways, as a Follower or otherwise, and gain each Path's wisdom and skills. Once he has done this, his spirit leaves the Wheel and ascends to the Northern Islands as a Bright Shining Spirit. To learn more of the connections between the Ways and their Paths, see **Walking the Paths,** later in this file.

MYSTIC WAYS

Each Way encompasses different knowledge and concerns as described below. The correspondence between each Way and its given Tir province affects the Danaan Families and all aspects of Tir life. Danaan Families with roots in different provinces tend to specialize in affairs that lie within the sphere of the appropriate Way. Also, different businesses, research facilities, schools, and universities tend to cluster in provinces associated with the Way best suited to them. Changes in the landscape wrought by the Awakening, such as the rapid growth of forest and the reappearance of ancient bogs, follow the same pattern of correspondence.

Way of the North

This Way embodies conflict, strife, battle, pride, and ambition, all concerns fitted for the Path of the Warrior. The North corresponds to the troubled province of Ulster. Armaments factories and the most brutal TRC personnel operate there, against the backdrop of the Tir's bloodiest social conflicts.

Way of the East

The Way of the East embodies farming, prosperity, hospitality, business, communications, transport, and wealth. On occasion, Danaan elves refer to it jokingly as "the way of the world." The Way of the East corresponds to the rich agricultural province of

Leinster. From this Way comes the Path of the Steward, both in relation to the Council of Stewards and in other, less significant but no less valuable ways.

Way of the South

Poets, bards, and minstrels find a spiritual home in this Way, following the Path of the Bard. The outward-looking Way of the South encompasses these arts, technical and intellectual knowledge, communications, media, and diplomacy. It corresponds to the province of Munster, whose coasts face the Tir's neighbors.

Way of the West

The Way of the West embodies learning, judgment, scholarship, and the druidic arts. Appropriately, the Western Path is that of the Druid. Reflecting the Path's esoteric nature, the Path and Way of the West reflect a level of scholarship deeper than that of the South, with a more inward orientation. The corresponding province is Connaught, a wild and sparsely settled land.

Way of the Center

The Center symbolizes kingship, stability, sacred Stewardship, renown and glory. A wise judge may hail from the scholarly West, but the one who decides whether or not to enact his judgment comes from the Center. From the Center Way springs the Path of the *Righ*. This Way corresponds to the province of Meath, the Tir's ancient heartland, which explains the peculiar reverence reserved for the *Danaan-mór* with roots in that province.

>>>>>[OK, you can probably get your heads around the more obvious ramifications as this Ways and Paths mumbo-jumbo applies to the high-and-mighty Danaan Families. Here's an easy one; the O'Neills and O'Donnells of Ulster do a whopping big business in security and armaments. However, not all members of all families necessarily follow the Way of their province. Not all TRC killers come from those two great families, and some O'Neills have chosen the scholarly Way of the Druid. Certain families may be predisposed to certain Ways and Paths, but every individual doesn't act according to that predisposition. Also, a few strange elements have an influence below the surface.

For example, the Way of the West is that of the scholar and judge. However, it also has a place for the insane, the idiot savant, the "wise fool" whose judgment reflects a wisdom that the most learned might miss. This kind of figure is as close to a trickster as Celtic lore ever gets. To relate the metaphysics to the real world, the West of Ireland has had a heavy genetic predisposition toward psychosis for at least 200 years, long before the Awakening. Perhaps even longer; we don't have the records to know for sure. This genetic oddity holds true for all Irish families, those who emigrated and those who stayed. In a way, this proves the *Tuatha de Danaan* argument that the Tir has waited to receive them in the Sixth World. Transformations occurred to be sure, but the metatypes were closer to the surface in the Tir than anywhere else because of genetic predispositions in the Irish population. The Irish genes produced the high number of magically active elves, as well as spike births, and Ireland was also predisposed to Awaken as a particularly mana-rich land. Hence, the spirits from the Northern Islands returned here during the Awakening.]<<<<<

—Analyzer (03:12:12/3-JUN-54)

>>>>>[Huh. The population of Western Ireland also had a pronounced genetic predisposition to alcoholism. Where's the transformational potential in that?]<<<<<

—Leech (13:44:06/3-JUN-54)

>>>>>[Care for a bad joke about spirits, anyone?]<<<<<

—Metal Mickey (23:11:17/3-JUN-54)

>>>>>[Evidently not.]<<<<<

—Cleasaiche (01:17:32/16-JUN-54)

ASPECTS OF THE WAYS AND PATHS

Each mystic Way has eight core aspects: element, logos, arcanum, hour, season, zenith, province, and hero. Each of these aspects holds a particular, sacred meaning for each Way and each Path that corresponds to it. For example, the element of earth is sacred to the Way and Path of the North, the hour of noon is the most powerful time of day for those whose Path belongs to the Way of the South, and the cauldron is the sacred arcanum of the Way and the Path of the West. These aspects and images guide the lives of the *Tuatha de Danaan*. Following are explanations of the eight core aspects of the Ways and Paths.

Elements

The first four elements of Earth, Air, Fire, and Water, are self-explanatory. The fifth refers to pure Spirit, a transcendent element not of the physical plane.

Logos

Not an easy term to explain, the logos is best defined as the cosmic pattern behind each Way. The logos shapes the nature of each Way and its attendant Paths.

Arcanum

The Arcana, sacred objects mentioned in the opening verses of *The Book of Invasions* earlier in this file, correspond to the four Cardinal Paths. Symbols of the Arcana make up a significant part of Danaan ritual art as described in the following pages.

Hour

The Hours correspond to both times of day and the heavenly bodies associated with them. Followers of the Paths associated with each Way regard these times of day as particularly potent and/or lucky for the magic they work and all business they transact.

Seasons and Zeniths

Each of the Ways and Paths has a season associated with it, the zenith of which is the mid-season date in terms of the lunar cycle. As well as having a mystic significance for each Way, the seasons and zeniths have enormous magical importance within the magical orders of the Paths, described later in this file.

Province

As stated in the brief descriptions of each Way given above, each Way corresponds to a province of the Tir. The landscape of each province, the kinds of businesses located there, and the ways of life espoused by each province's people all are shaped by the province's corresponding Way.

Hero

Each Way and its corresponding Path has its own patron figure from Irish legend, all of which save one are gods. Cu Chulainn alone is a mortal hero, reflecting the physical nature of the Way of the North. These heroic images embody the goals, aspirations, and values of those who Walk the Paths, but have little importance to those who are not Followers of the Paths.

Rather than revering these images as gods or even true spirits, Danaan elves see them as powerful archetypes that draw an elf's intuition naturally to the right actions and words as he follows his Path. The image strengthens and guides the elf; as his own spirit develops, he in turn reinfuses the archetypal image with his own growth and strength. Each new spirit makes the image a more perfect guide for other spirits Walking the Paths.

Tir scholars have debated the meaning and validity of traditional Celtic mythology concerning these figures ever since the Awakening, and to some extent any elf can project his own understanding onto them. Cu Chulainn provides a poignant example, because the northern Ulster terrorists also claim the values and virtues of this Irish hero. In spite of the fact that many Ulster Protestants are not indigenous Irish at all, they hold the heroic legend as dear as any son of Ireland. Brigid remains the goddess of poetry common to Irish myth, and Ogma remains a god of wisdom. Etain is a more complex figure; a mortal in legend, her image has taken on aspects of the Celtic "flower maiden" Bloduedd from Welsh myth, and also the fertility symbolism of the goddesses Epona and Rhiannon. Dagda and Morrigan represent the balanced halves of a whole; they are mother-father, light-darkness, creator-destroyer, and so on.

The table below provides a quick reference guide to the spiritual and mythic connotations of the Ways and Paths.

WALKING THE PATHS

As stated in **Mystic Ways** above, each Way gives rise to one of five specific Paths. Like the Ways, each Path corresponds to one of five directions: North, East, South, West, and Center. For

MYSTIC WAYS TABLE

	North	East	South	West	Center
Element	Earth	Air	Fire	Water	Spirit
Logos	Destruction	Beginning	Increasing	Maturing	Ascending
Arcanum	Stone	Sword	Spear	Cauldron	All
Hour	Night	Dawn	Noon	Evening	Conjunction*
Season	Winter	Spring	Summer	Autumn	All
Zenith	Imbolc (2 Feb)	Beltane (1 May)	Lugnasad (1 Aug)	Samhain (2 Nov)	NA
Province	Ulster	Leinster	Munster	Connaught	Meath
Hero	Cu Chulainn	Etain	Brigid	Ogma	Morrigan/ Dagda

*The conjunction of sun, moon, and stars in the Center Way denotes all times, both day and night.

magically active Followers, each Path also corresponds to an archetypal symbol: the Warrior, the Steward, the Bard, the Druid, and the *Righ*, or High King.

Those who Walk the Paths are spoken of as either Followers or Seekers. A Follower possesses magical skills, as a hermetic mage or an adept, and Walks a Path dedicated to a specific course of action. Seekers, who lack magical skills, Seek the Path corresponding to the Way from which it springs. For example, a Seeker walks the Path of the North, whereas a Follower walks the Path of the Warrior.

The mundane and magical Paths that correspond to each Way are as follows:

Way	Path	
	Seeker	**Follower**
North	Path of the North	Path of the Warrior
East	Path of the East	Path of the Steward
South	Path of the South	Path of the Bard
West	Path of the West	Path of the Druid
Center	Path of the Center	Path of the *Righ* (King)

An elf Walks the Path of the Center, or *Righ*, last, but need not walk the remaining four Cardinal Paths in any fixed order. However, not every elf Walking the Path of the Center is a highly developed spirit. A spirit may take the Center Path because a past life overemphasized development along another Path, disrupting the desired balance between them. In such a case, a life spent Walking the Path of the Center may correct a spirit's dangerous leanings too far in one direction. Seekers also may Walk the Center Path, to regain balance before Walking a Cardinal Path once they attain the status of Follower. All Followers of the Center take the Path of the *Righ*, or King.

Many elves regard the Northern Path, that of the Warrior, as a Path Walked by the least developed spirits progressing along the Wheel. They identify the North with the element of Earth, and with the immediacy of physical conflict. Most non-elven Seekers Walk this Path, reinforcing its "beginner" image. Tír elves regard these Seekers with a mixture of amusement and fondness, seeing them as brave but foolish for attempting a task so far beyond their strength. For their part, Seekers believe that Walking the appointed Path will enable them to return in later incarnations as Followers.

Giving of Honour

The mystic aspects of the Ways and Paths, given in the Mystic Ways table above, first come into play at the Giving of Honour, a pivotal oath-taking required of every magically active Danaan elf who comes of age. In the presence of the elders of his family, each such elf gives his personal oath to Walk a given Path throughout this lifetime. When he gives his Honour, he takes his Path's and Way's symbols and icons and becomes exalted among his people. I have recorded such Honour-givings for each Path later in this file. In his Giving of Honour, the elf reveals his spirit's role in the turning of the eternal Wheel. Once an elf Gives his Honour, he may be initiated into the magical group or order appropriate to his Path. As an initiate, he gains the ability to use metamagic.

SACRED AND RITUAL ART

For any Tír elf, art plays a vital role in life. Sacred and family icons appear in a Danaan elf's clothing, ornaments, home furnishings, Matrix persona, and in countless other ways. The art, literature, and sculpture of Danaan elves incorporates much of this imagery. Through art, all elves enrich and fortify the Tír as well as their race and their individual spirits. Though not all Danaan elves develop artistic ability, they must always add artistic elements to anything they create. To a Danaan elf, art equals Spirit equals power. Artistic and cultural integrity matters intensely in the life of the Tír, much more so than in any other land of my acquaintance.

Themes

Colours, symbols, and materials used by Danaan family members stress symbolic associations with each family's Way. For example, elves of Munster families to the south prefer bright colours and vivid patterns symbolic of the Fire element, whereas northern families favour earth colours and little ornamentation. Materials are selected with the same affinity in mind; in the case of jewelry, for example, eastern and southern elves prefer warm gold because it symbolizes dawn and noon, but those of the north prefer silver or platinum more closely associated with evening and night. These general choices reflect superficial preferences, rather than having any great importance.

Sacred Symbols

Each Danaan family has a unique set of personal symbols rendered in different forms, from trivial clothing details to sacred objects. On formal occasions, all elves wear certain symbolic, ceremonial items. Followers wear them almost all the time. The most important of these are the torc and the family's arcanum.

A slender neckband of precious metal, intricately and beautifully decorated, torcs are worn only by the *Danaan-mór* families. Other Danaan Families wear thicker and less intricately decorated neckbands called lunulae, or gorgets. Subtle etiquette applies to the wearing of torcs, lunulae or gorgets; for example, if a Leinster elf wears a gorget when he first meets a business customer and does not wear it at a later meeting, this tells that customer to expect difficult negotiations.

>>>>>[The other correspondences are worth remembering, too. Tír business meetings are often held horribly early in the day because plenty of prominent business families run their lives by the family affinity for dawn. Should you happen to talk to Armaments Éireann-Tír, whose CEOs have a night/earth affinity, expect a nighttime discussion somewhere deep, dark, and underground.]<<<<<

—Zeitguest (00:00:00/5-JUN-54)

A Danaan elf almost always has the image of one of the Arcana, either sword, spear, stone, or cauldron, somewhere on his person. He may wear it as personal jewelry, a motif on a pocket or lapel, and so on. TRC elves usually etch a runic stone motif on their personal weapons. A Connaught decker usually incorporates a cauldron into his Matrix persona, and often uses this element in the imagery of any matrix system he designs. Hermetics who Walk the

Path of the *Righ* incorporate symbols of all the Arcana in their designs for enchanted items, foci, and the like. Representations of the Arcana may be simple or complex, as in the intricately designed ceremonial swords and scabbards worn by Leinster elves at the Council of Stewards.

Ceremonial Dress

At government ceremonies such as the opening of the Senate or reception of a noted foreign politician, elven politicians and diplomats wear *còmhdaich sgàileach*, or "shadow cloaks." The cloak represents the wearer's spirit through external symbols while cloaking him in shadow to obscure his true nature from unwanted prying. Rich with personal, family, and sacred imagery, shadow cloaks also incorporate magical protections such as spell foci and the like, which have outward forms appropriate to their inner magical nature. The shadow cloak incorporates much of the shaped imagery used by Danaan hermetics, especially enchanters.

>>>>>[What about shadow cloaks? Isn't there more about them? What's going on here?]<<<<<

—Teddy (22:38:15/7-29-54)

PATH FOLLOWERS

Among the 1.3-million strong elven population in the Tír, less than 100,000 are magically active. Though a far smaller proportion of the population than in Britain, which has perhaps half a million magically active individuals, these people have great power derived from the uniformity of their guiding vision. Excluding dissenters such as myself, I estimate 90 percent of the Tír's magically active elves to be Followers, united by a common belief and a tradition of mutual aid.

>>>>>[They also just happen to be the favoured sons and daughters of the people who rule the bloody country. They can get anything they want.]<<<<<

—Sinéad F (23:51:01/5-JUN-54)

RAISING A MAGICAL CHILD

A Follower is recognized as such by his parents and family at a young age, in the first or second year of life. The child may be physically marked or show unusual behaviour, indicating a memory of his past lives. Birthmarks may reflect past-life events; for example, if a spirit's previous body died from a spear thrust through his ribs, the child may have a birthmark at the site of the entry and/or exit wound. In the case of unusual behaviour, the child may relate detailed, personal information about his earlier existence when he begins to speak. Though the family always attempts to verify such details, the exhibition of such unusual behaviour marks a child as a Follower. In most cases, a child's memories of his earlier life fade away by the time he reaches his sixth or seventh birthday.

According to Tír social custom, such magical children live not with their own parents, but with a foster family from the age of five or six through age 15 or so. If the child is particularly precocious, his fostering may end earlier. Family elders together discuss the choice of which family should foster the child. In those rare cases where the child lived its most recent previous life as an elf in the Sixth World and died through accident, murder, or illness, the discussion includes the family of the child's previous incarnation.

Both spiritual and political factors determine a Follower's fostering. From a spiritual standpoint, a family fosters a child to an adopting family whose members may best aid the child in Following his Path. This holds true whether or not a child will Follow a Path common to his birth family. Though many magical children born to Danaan Families are most likely to Follow the Path corresponding to the Way for which that family has an affinity, not all do. For example, my own family comes from Meath province, with a marked affinity for the Way of the Center. However, two children have recently been fostered to families living in the west of the Tír, because those children show signs of a strong connection to the Path of the Druid. That Path corresponds to the Way of the West, and so a western foster family can provide the best guidance.

Politically, the fostered child forges strong bonds between himself and his peers in the adopting family. Foster families must always have a child of the same gender and similar age to their fosterling, for the express purpose of forming kinships between families that may prove mutually useful later in life. Indeed, fostering is becoming increasingly popular even with non-magical elven children, because of the appeal of strong interfamily ties.

>>>>>[Leads to a neat, incestuous set-up. Beats the old boy network any time.]<<<<<

—Moleman (01:12:15/7-JUN-54)

Having recognized the Path the child is to Follow, his family arranges his early education to help him develop strengths and skills befitting that Path. He continues to learn until his coming of age, when he formally Gives his Honour. Unlike many coming-of-age ceremonies, the timing of the Giving of Honour can vary widely. In the case of a prodigy, such as Padraic Byrne, Professor of Comparative Literature at the University of Galway, the Honour ceremony can happen as early as 11 years of age. It can also happen as late as 25 years or older, depending on the individual. For each magical child, the appropriate time is heralded by a state of confusion and feverish dreams known by the Gaelic/Sperethiel term *colgriochallabh*, or "being in a strange world." Once an elf has Given his Honour, the condition disappears and the Follower takes the first step on the path for which he has been groomed. In practical terms, his family arranges a University research post, an officer's rank in the TRC, or a prime position in a suitable corporation.

Always a mage or an adept, the Follower's early education develops his magical skills. As a Follower, he must continue to develop as fully as possible the specific skills at which he must excel to master his Path. Not every Follower seeks to master all his skills in one lifetime of Walking a Path; often, the process takes many lives. In a few cases, when one Walk nears its end and the spirit makes ready to take another Path in its next life, an individual may develop skills with astonishing swiftness.

With two exceptions, a Follower of a Path can be either a mage or an adept. Those who Follow the Path of the Warrior are adepts rather than mages; they make extensive use of technology, including cyberware, that a mage would go to great lengths to avoid. By contrast, those who Follow the Path of the *Righ* are always mages, because this Path demands mastery of a wide range of magical skills beyond the ability of an adept.

PATHS AND ORDERS

Regardless of magical ability and predisposition to follow a Path, an elf does not truly become a Follower until he joins a magical order. A magical order exists for each of the five Paths, and every Follower is encouraged to join the appropriate order. Followers not members of their Path's order frequently find advancement in that Path almost impossible. Seekers may also attempt to join an order, but will find the Path made difficult because the Seeker lacks magical ability. Each magical Path and its corresponding magical order are described in detail below.

RANK

Echoing the nature of elven society, in which elves generally acknowledge each other for their personal achievements and family affiliation, no formal titles or ranks exist within the hermetic orders of the Paths. However, those members who are Followers gain benefits through membership not shared by those who do not Follow a Path. Follower-initiates learn the techniques of metamagic, have greater access to the order's resources, and so on. Within each order, Follower-initiates form an inner circle; in addition, a Follower always heads each order even though he may not hold the order's highest grade of initiation. Lacking magic, Seekers remain at the order's lowest informal rank.

PATH OF THE WARRIOR

Those who Follow the Path of the Warrior are all adepts, sworn to protect the Tir through force of arms. Not surprisingly, virtually all Warrior initiates are members of the security forces. Followers of this Path often belong to the Order of Cu Chulainn, named for the great Irish hero. Once he joins, a Follower of the Path of the Warrior almost never leaves; a break with the order means betraying his honour and renders him vulnerable to reprisal. Like most magical orders, the Order of Cu Chulainn does not hesitate to use merciless magical force against any member who betrays it.

The following is a sample of a Warrior's Giving of Honour:

"I take as my Path that of the Warrior. In the night I come, to destroy the enemies of life and land. I place my feet on the Stone which allows no King to rule unless he shall stand upon it. I am the Law that stands above mercy; proud and valiant, I vanquish my enemies with might. As guardian of my people and my land, I take within myself the heart of Cu Chulainn; I shall never give way before my enemy."

Order Of Cu Chulainn

Dominated by combat-oriented adepts, this secretive order meets in darkness whenever possible. New members take an oath that includes specific references to group loyalty, standing by a friend in danger, and constant vigilance in finding and subduing the enemies of the Tir.

The group's ritual regalia incorporates dark, earthy colors and angular, hard-edged Celtic designs. When practicing ritual sorcery, the order performs its rituals at the sites of bloody battles. Vengeful and often brutal, the Order of Cu Chulainn often sends earth elementals after its enemies in addition to engaging in massive astral assaults.

The Order of Cu Chulainn recognizes two principal sacred dates: Alban Arthuan (December 21), the winter solstice, and Imbolc (February 2). On Alban Arthuan the group celebrates the ascendancy of its symbolic season, winter; it often takes advan-

tage of the day's favorable magical conditions to work aggressive ritual sorcery. On Imbolc, the order ritually mourns the passage into spring and the ascendancy of the Eastern Way. At both of these holy days, the group meets in small cells led by a mid- or high-grade initiate.

This order places great emphasis on deed ordeals, in which initiates expose themselves to physical danger in order to gain higher status. These ordeals take many forms; for example, mid-level initiates may pursue and assassinate a terrorist, strike down a perceived enemy of the Tir overseas, or kill a marauding paranimal in the wild lands of the north. In all cases, the ordeal *must* connect directly to the Northern Way; it must somehow involve strife, struggle, and action appropriate to a warrior. As with all magical orders devoted to the Paths, taking the oath earns the new member a Grade 0 initiation; to advance, he must prove his worthiness through an ordeal.

Type: Dedicated.
Members: Insufficient data. Estimate 415 Follower-mages, 300 Follower-adepts, 120 others.
Highest Known Initiate Grade: 10
Individual Strictures
Attendance: Compulsory at sacred dates.
Belief: Shared belief system (warlike and aggressive).
Exclusive Membership: Applies to Followers only.
Exclusive Ritual: Yes.
Fraternity: Yes.
Karma: Special rules apply to individual Karma for Followers. (See **Path Magic**, p. 135.)
Obedience: Absolute for Followers, strongly emphasized for others.
Secrecy: Most people suspect the existence of a her metic order of combat mages within the TRC. Members neither admit or deny its existence.
Group Strictures
Limited Membership: Elves only. Higher-grade ini tiates screen all new applicants, verifying their innate affinity for the Northern Way and the Path of the Warrior.
Material Link: DNA sample required from Followers; optional for other members.
Oath: Required.
Group Resources: Luxury. Special access to high-tech weaponry.
Patron: Danaan Families, especially northern-based families.

PATH OF THE STEWARD

Wise in the ways of worldly negotiations, diplomacy, etiquette and influence, those who Follow this Path enrich the Tir in various ways. Some mistakenly see this path as superficial, but those who Follow it know better. Enriching the physical world smooths the way for the life of the spirit; a wealthy land can support more Followers and facilitate their Walking. Though the ultimate protection of the Sacred Land falls to the Path of the Druid, Stewards play a significant role in enriching the land both magically and through physical fertility.

More Followers of this Path than any other creatively interpret the acts their Path requires of them. Along with such obvious "enrichers" as farmers, businessmen, and public figures who enhance the Tir's reputation, the Steward's Path often includes con men and similar smooth operators. More than a few work outside the Tir, acting as spies and commercial agents in foreign states. No matter what their individual calling, many Followers of the Path of the Steward belong to the magical Order of Etain.

The following is a sample of a Steward's Giving of Honour:

"I take as my Path that of the Steward. I swear to enrich my land and make my people and my home prosper. I defend my land with the sword of reason, against which none shall prevail. I take unto myself all things rich and pleasing for the benefit of my people. I claim Etain's hand to guide me through the light of dawn, and that which gives me increase shall likewise bless my people and our Sacred Land."

Order Of Etain

Less cohesive than many magical orders, members of the Order of Etain often get caught up in their own individual business and commercial interests. When those interests come into conflict, members frequently quarrel openly rather than setting their differences aside. Dependent on a wide range of contacts to enrich the Tir, Followers maintain closer connections with other members of the order, blurring distinctions between them far more than with most groups.

The order's ultimate goal of enriching the Tir has many more interpretations and applications than the duties of many orders, and its members use various strategies to fulfill their destiny. Sparingly used ritual sorcery takes place at or near dawn, the hour dedicated to the Way of the East from which the Path of the Steward springs. In its ritual regalia, the group uses flowing, snake-like patterns and airy colours such as blues and yellows. Ceremonial dress also includes swords and scabbards, emphasizing the power of reason and mind. According to this symbolism, one need not be a warrior to threaten an enemy.

The sacred dates of the Order of Etain are Alban Eiler (March 21), at which the group celebrates the fullness of spring and the past year's achievements, and Beltane (May 1), at which the group mourns the coming of summer and the ascendance of the Southern Way. The order meets as circumstances permit, usually in small groups who share similar grades of initiation and/or business interests.

With regard to ordeals, the term has a meaning different from the standard one for this magical order. An ordeal may involve pulling off a commercial coup through clever use of magic or

magical surveillance. Consistent with the order's ruling principle, any action taken by a member must somehow enrich the Tír.

Type: Initiatory, Dedicated for Followers.
Members: Insufficient data. Estimate 450 Follower-mages, 400 Follower-adepts, 225 others.
Highest Known Initiate Grade: 10
Individual Strictures
Attendance: Compulsory at sacred dates.
Belief: Shared belief system (worldly, commercial).
Exclusive Membership: Applies to Followers only.
Exclusive Ritual: No.
Fraternity: Part of initial oath-taking, but subject to creative interpretation.
Karma: Special rules apply to individual Karma for Followers. (See **Path Magic**, p. 135.)
Obedience: Only for major matters.
Secrecy: Yes. Though most people know that powerful families and groups dominate business in the Tír, they do not suspect the involvement of a hermetic order. Members of the group deny that any such group exists.
Group Strictures
Limited Membership: Elves only. Higher-grade Initiates screen all new applicants, verifying their innate affinity for the Eastern Way.
Material Link: None required.
Oath: Required, but flexible in application.
Group Resources: Luxury. Special access to communication systems and commercially sensitive data on foreign companies.
Patron: Danaan Families, especially eastern-based families.

PATH OF THE BARD

With regard to this Path, many foreigners carry a fond but inappropriate image of a fatuously grinning elf in leprechaun green, strumming a mandolin and singing ancient, incomprehensible Gaelic love songs. Musical performance and the declaiming of poetry and prose rightly belong to the Path of the Bard, and Followers of this Path have become the most brilliant entertainers and media figures in the Tír. However, the Bard's power does not end with the playing of a song. The Bard symbolizes the dazzling light of the noonday sun and the volatile element of Fire. As Fire leaps and changes, so does the Bard manipulate and transform reality with dazzling speed.

Though the title "bard" implies musical skill, a Follower of the Bard's Path brings grace and art to the Tír in any form. A Bard may also be a great sculptor, painter, actor, or even author, though scholarship properly lies in the domain of the Druid. Through his work, the Bard brings the Tír education, entertainment, and enrichment through enjoyment of and payment for his art. The Order of Brigid nurtures the Bards, and numbers many of the Tír's great artists and cultural figures among its members.

The following is a sample of a Bard's Giving of Honour:

"I take as my Path that of the Bard. I am leaping fire, come joyful to this land at the waxing of the Sun. I am a bright spear, rising into the sky. By my words and actions I swear to give grace and delight to my people and the land, and heart to those who cherish it. I pray the Lady Brigid to give me silvered words and charm; I take her gifts to my beloved people, that I may bring light to their faces and their hearts."

Order Of Brigid

The Order of Brigid protects and enriches the cultural life of the Tír, a matter of immense significance both within the order and outside it. Largely peopled by the Tír's more flamboyant egos, the air at the group's boisterous meetings frequently rings with cutting comments by members regarding the creative powers of lesser mortals.

Regarding itself as the ultimate arbiter of ritual regalia and symbolism, which brings it into frequent conflict with the scholars of the Western Way, the Order of Brigid uses rich colours and intricate designs in its dress and objects. Clothing designs often contain spiral patterns and knotwork; a common motif etched onto instruments, spell foci, and so on is the burning spear that symbolizes inspiration.

The order's sacred dates are Alban Heruin (June 21), and Lugnasad (August 1). Alban Heruin is the high point of summer, when the group celebrates summer's ascendance and the creative power of the sun through their own artistic triumphs in the previous year. At Lugnasad, the group mourns the passing of summer and bows to the growing strength and power of the Western Way. For some initiates of Brigid, the mourning goes beyond the symbolic; because the bards and druids contest certain areas of expertise, to acknowledge the passing over of authority and dominance at the Lugnasad gatherings can cause emotions to run high.

For a member of this order, an ordeal to attain higher status almost always involves creating something: a moving poem, a lilting melody, a graceful statuette, and so on.

Type: Initiatory, Dedicated for Followers.
Members: Insufficient data. Estimate 300 Follower-mages, 190 Follower-adepts, 80 others.
Highest Known Initiate Grade: 10
Individual Strictures
Attendance: Compulsory at sacred dates.
Belief: Shared belief system (cultural continuity and development).
Exclusive Membership: Applies to Followers only.
Exclusive Ritual: Yes.
Fraternity: Yes. Part of oath-taking on initiation.
Karma: Special rules apply to individual Karma for Followers. (See **Path Magic**, p. 135.)
Obedience: Because of the nature of Bardic creativity, obedience does not apply.
Secrecy: No. Initiates often use magic openly, so most people know of the order's existence. Any worth while artist is assumed to be a member. To assume otherwise implicitly insults the artist's ability, making it poor manners to inquire about membership.
Group Strictures
Limited Membership: Elves only. Higher-grade initiates screen all new applicants, verifying their innate affinity for the Southern Way.
Material Link: DNA sample required from Followers; optional for others.
Oath: Required.
Group Resources: Luxury. Special access to artistic materials such as musical instruments, raw materials for sculpting/painting, art archives, photographic materials, and so on.
Patron: Danaan Families, especially southern-based families.

Tir/Irish Traditional Music

Though a Bard may choose any art form, the player of traditional music holds a special place in the hearts of many Tir citizens. For such a Bard, traditional music becomes a lifetime's vocation. Traditional instruments, many used by Bards, include the following:

Uilleann Pipes: Pronounced "Ill-yun" (*not* "yoo-lee-ann") these small bagpipes get air from a bellows, rather than the blowpipe common to larger bagpipes. The full set of pipes comprises bag, bellows, chanter, drones, and regulators.

Fiddle: The difference between a fiddle and a violin depends on attitude and technique. Unlike the violin, the fiddle is often held against the chest, muffling the instrument's vibrato. The fiddle also has more variable bow tension, non-standard tuning, and frequently steel strings.

Flute: A Bard's flute is often made of wood, engraved with the ritual art motifs of his family.

Tin Whistle: A simple instrument rarely used by Bards, the tin whistle often appears in traditional music. The tin whistle comes in two varieties: conical, pitched in C, and cylindrical, pitched in a variety of keys.

Accordion: Not the "piano accordion" of popular knowledge, but the button accordion or *melodeon*. The button accordion has a second row of buttons with pitches a semi-tone away from those of the first row, providing fully chromatic sound.

Harp: Many Bards do not regard the harp as a true traditional instrument, because its players largely depended on aristocratic patronage from the British and Anglo-Irish. However, Druid Followers assert that Irish harpers played a version of the instrument in Celtic times. So far, the more charismatic Bards have carried the day by minimizing the harp in public performances and its influence on Tir musicians. Meanwhile, Druids play their harps for their own pleasure and that of a few friends and colleagues.

Bodhrán: This shallow, one-sided drum is played with a stick or with the hand. Some Bards leave the bodhrán to an accompanying player, believing it too easy to play.

Spoons: Though not a Bardic instrument, the spoons form a part of many *céili* bands. A rhythm instrument, the spoons require fast reactions to play well.

Electronic Instruments: Bards may play these instruments in recordings intended for sale to foreign or domestic record companies, but most Bards regard electronic music as impure. The way many Bards see it, an elf cannot put his heart and spirit into electronic sound. Certainly, no self-respecting Bard ever plays bastardized music such as so-called "Celtic metal."

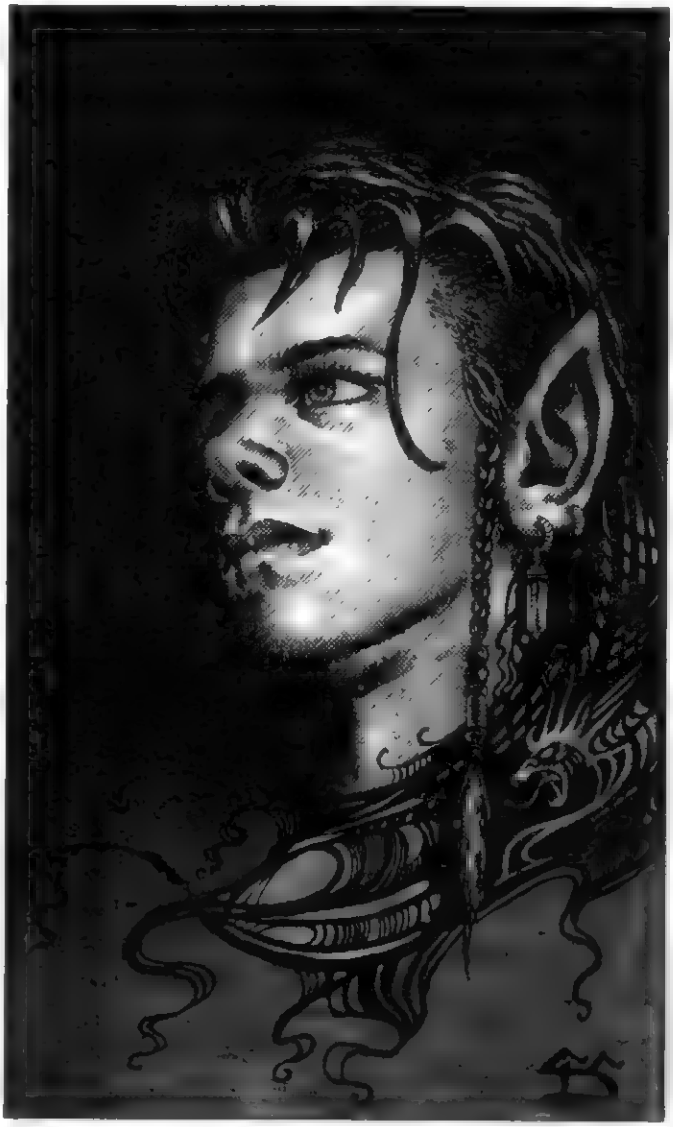
Bardic Etiquette

An audience must not applaud during a song, nor snap fingers, yell, hoot, or make any other noise. A gentle, respectful round of applause as the performer walks on stage and enthusiastic applause after the song ends are regarded as the proper response to the Bard's art. Aside from respect for the music, the other important area of Bardic etiquette touches drink. Rather than ask a performer personally what he wants to drink, one asks a barman to "set up a round of drinks" for the Bard. When serving, the barman tells the performer that the drink came from "the boy

at the bar," a term that applies to females as well as males. Buying a drink for a Bard is one of the few situations in the Tir where buying a drink does not implicitly include getting a free one in return.

PATH OF THE DRUID

Separating themselves completely from the non-elven druids of the Tir, Followers of the Path of the Druid see themselves as protectors of the Sacred Land. They serve as the scholars, judges, and historians of the Tir. Though historical Irish druids communicated by word of mouth rather than in writing, modern-day Followers of the Path of the Druid regard that fact as an unfortunate product of circumstance and see no contradiction in using all media forms. The Druid's creed accepts the idea that periods of chaos and unpredictability may advance knowledge and understanding, and so they have a flexible approach to learning. Despite their acceptance of the chaotic principle, most Druid Followers are quiet, reflective spirits who think before speaking. The Druidic Order of Ogma places a high emphasis on quality as well as quantity of knowledge.



Many Druid Followers believe that their Western Way leads directly to the Center Path. They see a cycle in spiritual growth that begins in the darkness of the North and progresses around the circle to the West, until it arrives at Samhain and the turning of the year. Within the Wheel of Spirits, the end of the cycle brings the developing spirit to the Way of the Center. Regarding themselves as somewhat above the other three Cardinal Paths, Druid Followers tend to defer only to Followers of the Path of the *Righ*. Over others, they assume an attitude of quiet superiority which can generate considerable animosity among other elves.

In addition to scholarship and judgment, Druids play a special role in Tir society as guardians of the stone dolmens and cairns scattered about the island. Druid mages of the Order of Ogma also enchant the ogam stones used by many a Tir mage to perform ritual sorcery and divination. Apart from those who Follow the Path of the *Righ*, only high-level Druidic initiates of the Order of Brigid can control the magical fluxes across the cairn lines, the pathways of magical force that connect the burial sites of ancestral elves throughout Tir na nÓg.

Druids occupy a privileged place in Tir society, exempt from military service and personal taxation. Though respected as teachers, many folk fear their formidable abilities and influence.

The following is a sample of a Druid's Giving of Honour:

"I take as my Path that of the Druid. I watch what transpires in the hours of wakefulness, and at the closing of the day I take to myself knowledge of all deeds and thoughts so that I may gain wisdom. Guided by Ogma, I am scholar and judge, a guide and a quiet spirit. I shall see all things in the waters of the Cauldron of Inspiration. I swear to serve my land and my people through wise judgment, tempered by mercy."

Order Of Ogma

The Order of Ogma is devoted to study and attaining a mystical understanding of the spirit's place in nature. This second duty makes the order's initiates protectors of the Sacred Land of Tir na nÓg. Possessing weighty moral authority, the order's members act as the ultimate judges and arbiters of such matters as the ceremonial aspects of ritual magic, the sacred dates of the Eightfold Year, and so on. They guard the sacred burial sites of the elves, the cairns and dolmens; they alone have the power to use the background count at these sites as well as along the cairn lines. Though quiet, studious, and generally peaceful, the order regards non-elven druids with suspicion, using watchers and other spirits to observe them at all times.

Druidic insignia use cool colours, favouring blue, green, light brown, and silver. In an unusual practice, different grades of initiate mark their spell foci and brooches with different carvings. They decorate ritual garments with spidery, nebulous patterns incorporating interlacing, knotwork, and the elongated birds and animals of Celtic legend. The Cauldron appears somewhere on all ritual clothing and objects, partly to assert superiority over the other three Cardinal Paths. According to legend, the Cauldron comes from the Dagda, co-patron of the Way of the Center. His blessing places the Western Way above the others, making it second only to the Center.

The Order of Ogma has five sacred dates, two primary and three secondary. On Alban Elued (September 21), great convocations of Druids meet at sacred sites such as Newgrange to celebrate the ascendancy of the autumn and their Way. At Samhain (November 2), they mourn the passage of the year into the Northern darkness and winter. The three other sacred dates, are Imbolc, Beltane, and Lugnasad, the midpoints of the other three seasons; Druid Followers celebrate the full cycle of the seasons symbolized by the turning Wheel of Spirits. Other orders celebrating a mid-season holiday that somehow acknowledges their ancestors may invite a high-grade initiate of the Order of Ogma to consecrate a site for them, and to address the appropriate spiritual realm.

Ordeals required by this order for higher grades of initiation nearly always involve the composition of a thesis.

Type: Initiatory/Dedicated.
Members: Insufficient data. Estimate 220 Follower-mages, 400 others.
Highest Known Initiate Grade: 10
Individual Strictures
- **Attendance:** Compulsory at all five sacred dates.
- **Belief:** Shared belief system (scholarship, morals, guardianship).
- **Exclusive Membership:** Yes.
- **Exclusive Ritual:** Yes.
- **Fraternity:** Yes. Part of oath-taking on Initiation.
- **Karma:** Special rules apply to individual Karma for Followers. (See **Path Magic**, p. 135.)
- **Obedience:** Absolute for Followers; strongly empha sized for others.
- **Secrecy:** No. The Order of Ogma is publicly recognized and well-regarded because of its pivotal role in environmental protection and education. Among other things, the order has made numerous be quests to schools and universities.

Group Strictures
- **Limited Membership:** Elves only. Higher-grade Initiates screen all new applicants, verifying their innate affinity for the Western Way.
- **Material Link:** DNA sample required from Followers; optional for others.
- **Oath:** Required.

Group Resources: Middle to Luxury. This order can get any resources it requests from others, but most members practice ascetic habits.
Patron: Danaan Families, especially western-based families.

PATH OF THE *RÍGH*

The highest of all Paths, the Path of the *Rígh* belongs to the elder spirit, ready to fulfill its ultimate destiny. Followers of this Path receive great respect from other elves, who pay homage to the grave responsibilities the Path requires them to shoulder. The *Rígh* must find the difficult, fragile balance between his worldly duties as a guardian of the Tir and his natural desire to leave the world behind in fulfilling his spiritual destiny. Fewer than 40 Followers of this Path currently reside in the Tir, though three were initiated in 2052. The number of the *Rígh* is increasing, slowly but steadily.

Followers of the Path of the *Rígh* serve as moral, magical, and temporal guardians of the Tir, and even the Council of Stewards heeds their advice. In their guardian capacity, the *Rígh* officiate at major ceremonies conducted near the sacred dolmens, so that they may control the magical fluxes along the powerful cairn lines. Alone among all the elves, the Followers of this Path can control the Tir's magical storms, dangerous and chaotic confluences of magical energy. Masters of elementals and spirits, the *Rígh* alone can raise the Wild Hunt, and all elves prize their enchantments. The power and forcefulness of these Followers almost transcends mortal ability.

The Giving of Honour by a Follower of the *Rígh* has a special significance. All the Followers of this Path who can manage it attend this profoundly sacred ceremony; failure to attend entails a serious loss of face and grievously offends the giver and his family. At the ceremony, the initiate is stripped of all he possesses to confirm his readiness to take a Path that separates him from his fellows. Save for his ritual art and enough money to enable him to begin his studies and work in the Order of the Sun, Moon, and Stars, the initiate owns nothing. Though others may call him *Rígh*, he does not call himself by such an exalted title. To do so smacks of *hubris*, inappropriate to a highly evolved soul.

The following is a sample of a *Rígh*'s Giving of Honour:

"Though it fills me with great fear, I take as my Path that of the *Rígh*. Called to this judgement by the Bright Shining Spirits, I may not refuse that calling. I am come to walk to Tara, wearing the Sun, Moon, and Stars in my raiment, and I am afraid. My Path brings me the promise of Ascension; I swear that my actions and words shall serve my people and my Land, for I will not gain my Ascension should I fail in this sacred trust. I can be no master unless I first am a servant. To honour my brethren and the Sacred Land, I await the loss of all that I have."

Order of the Sun, Moon, and Stars

Comprised solely of Followers, this order acts as the final authority on the Tir's spiritual and political affairs. Technically, this order has the ultimate say over any matter pertaining to any magical order, but it uses its influence only after long consideration. The *Rígh* believe that a wise King does not tell an old Druid how to pass judgment, nor tell a Bard how to craft a song. At best, he suggests delay or minor alteration.

Though a young order with few members, the eyes, minds, and spirits of its initiates are open to the Sixth World in ways others cannot comprehend. An initiate of this order sees the world through the eyes of both a shaman and a mage; full of life and spiritual beings, underpinned by a beautiful logic. Such a one sees this rich, multi-layered cosmos spiral away into many lifetimes, each with its own logic, energies, and metaplanes. He begins to perceive the endless dance of the Wheel of Spirits; he not only sees things as they are, but also as they ever have been. For him, reality waxes and wanes, dancing in and out of the great waves of mana that engulf the world and then ebb through the ages.

The order uses simple ritual regalia, wearing garments that incorporate a strong contrast between light and dark. This contrast symbolizes the dual nature of the Path's heroic image, the bright and glorious Dagda and the dark, vengeful Morrigan. The initiate also wears the symbols of Sun, Moon and Stars. All the Arcana appear somewhere in his attire, but none more prominently than any other save for the ritual sword and scabbard he carries.

The Order of Sun, Moon and Stars has a single sacred date: Samhain, the time of Ancestors (November 2), at which the order pays homage to the dead and the Bright Shining Spirits. Initiates regard ritual sorcery as especially potent at this time, as well as all dealings with elementals and spirits. The individual initiate chooses the form of his ordeals in this order, with no restrictions save his own inclinations.

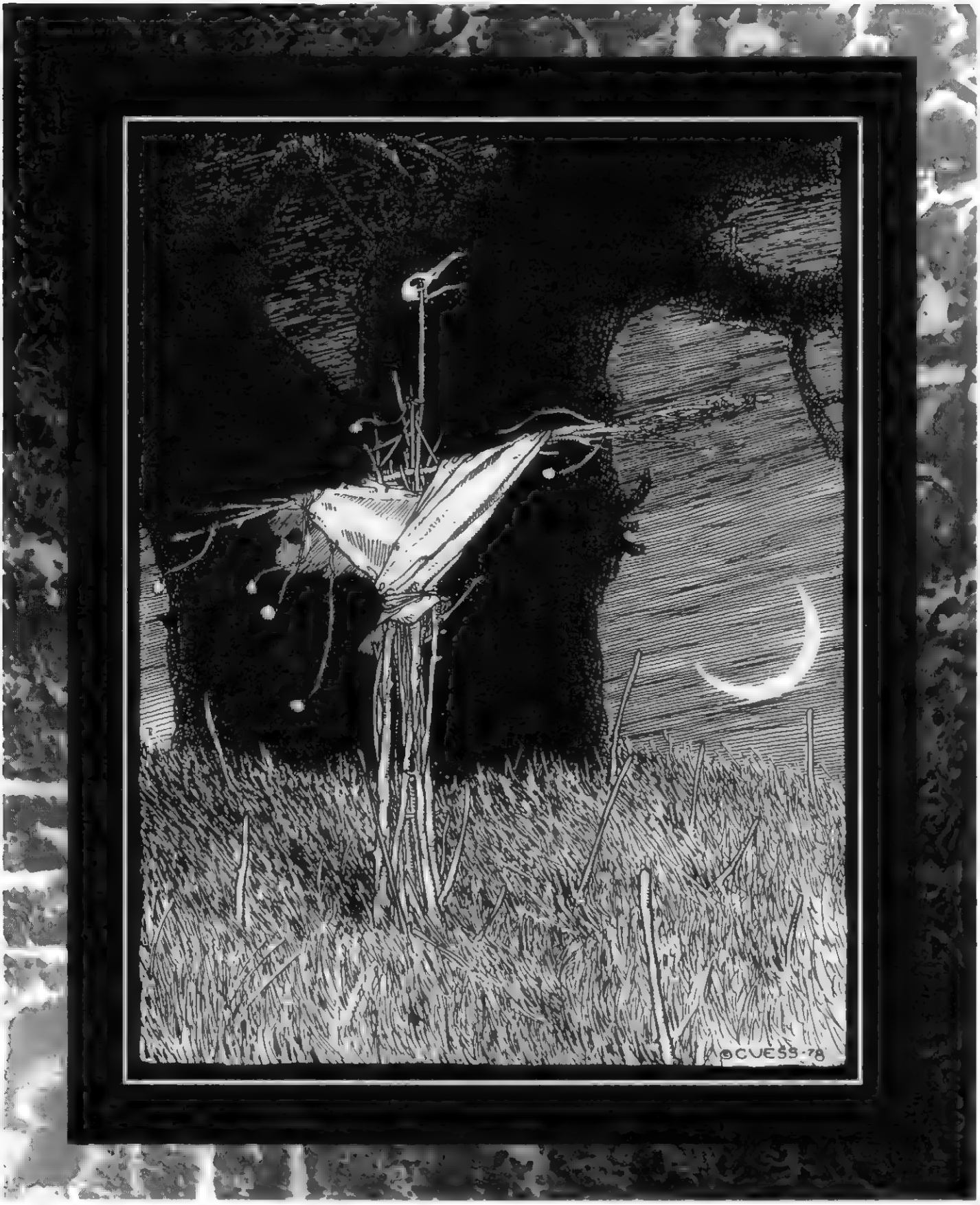
Type: Initiatory/Dedicated.
Members: Exact number unknown; estimate 28.
Highest Known Grade: 9.
Individual Strictures
- **Attendance:** Compulsory at sacred date.
- **Belief:** Shared belief system (transcendence, regal authority).
- **Exclusive Membership:** Yes.
- **Exclusive Ritual:** Yes.
- **Fraternity:** Yes. Part of oath-taking on initiation.
- **Karma:** Special rules apply to individual Karma for Followers. (See **Path Magic**, p. xx.)
- **Obedience:** Absolute if demanded by the highest-grade initiate.
- **Secrecy:** Absolute, though other Danaan elves automatically recognize a Follower of the Path of the *Rígh*.

Group Strictures
- **Limited Membership:** Elves reincarnated into the Path of the Center.
- **Material Link:** Yes.
- **Oath:** Required.

Group Resources: Luxury. The group can get anything it needs.
Patron: All Danaan Families, particularly central- and western-based families.

GAMEMASTER NOTE

For special rules on the creation, advancement, and handling of characters who Follow the Ways and Paths, see **Path Magic**, beginning on p. 134 of the **Game Information** section. **Path Magic** also includes rules pertaining to the special abilities of magicians who Follow the Ways and the Paths.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TÍR PROVINCES

The Tír is a beautiful land, with a rich legacy of history and magic. Away from the cities and outside the troubled province of Ulster, the machinations of the Danaan-controlled government make little difference to the everyday lives of ordinary folk. Celtic and Christian ruins and holy sites abound; the peat-diggers, farmers, herders, and other rural folk of old Ireland go about their daily business, in harmony with the land on which they live. In this file, I describe the people and places of Tír na nÓg's provinces and counties, including notable sites in this magical land.

LEINSTER (Cuige Laighean)

Running the length of the Tír's eastern seaboard as far north as Ulster, Leinster is the country's most prosperous and populous region. Though still a land of green fields and purple mountains, the rural landscape is gradually giving way to commuter towns connected by public transport to Dublin, and to newly built headquarters for megacorporations and their suppliers. Whether farmers or businessmen, the people of Leinster retain their traditional hospitality.

COUNTY CARLOW

A tiny county, Carlow's flat landscape encompasses rich farmland and sleepy villages where life moves at a slower pace. The farms seem to belong to a bygone age; hedges and trees grow where they will. Everywhere in Carlow, the land seems neither wild nor cultivated; instead, it seems balanced in perfect partnership with its people.

A series of navigable rivers links the county town of Carlow to other towns such as St. Mullins and Muine Bheag. As in ancient times, the county uses the waterways to conduct much of its trade. Across the county from Carlow lies the county's largest town of Tullow, noted for its fine salmon and trout fishing.

COUNTY DUBLIN

The city of Dublin covers more than half of the county that bears its name. Most of the remaining land has become home to sprawling suburbs in a succession of commuter belts, providing living space for city workers. Genteel, seaside resorts line the coast; inland, vegetable farms dot the countryside. In the western portion of the county, the fields give way to hills that extend to the purple mountains of Meath, the Tir's ancient heartland.

COUNTY KILDARE

West of Dublin, bisected by the River Liffey, County Kildare is among the Tir's most populous counties. Despite its bustling, crowded, modern towns and its busy highways, the countryside of Kildare holds powerful secrets. Kildare was once the center of the kingdom of *Ui Dunlainge*, a powerful Celtic nation whose immense hill forts gave its people dominance over the region. Many believe that Kildare can and should resume its former place in modern times.

To the north of the Liffey, near the Grand Canal that links the Liffey and Shannon rivers, the Bog of Allen covers the land. In the southern part of Kildare, flat fields rise gently to meet the Wicklow Hills in the southeast. Naas, the principal county town, derives its modern name from the ancient one of *Nas na Riogh*, the "meeting place of the kings," though only a few overgrown earthworks remain of the ancient city. To the east lies the town of Kildare, on the edge of the Curragh. This wide plain, a famous center for horse breeding and racing, plays host to wildly popular racing events.

COUNTY KILKENNY

South of County Laois, Kilkenny's lush green fields reflect the traditional image of the Irish landscape. Kilkenny's farmers today cultivate the same land their ancestors worked for centuries. Once part of the ancient kingdom of Ossory ruled by the *MacGiolla Phadruig* (Fitzpatrick) family, the county served as an independent buffer between the provinces of Leinster and Munster. Surviving through various Norman incursions, the family name changed from Fitzpatrick to Butler and later to Ormonde. The Ormonde rulers expanded their power westward into Munster, ancestral home of the Fitzgerald family. In recent years, the historic enmity between the Butlers of Ormonde and the Fitzgeralds sparked by this power grab has begun to revive.

The county's principal city of Kilkenny takes its name from a monastery founded there in the 6th century; the Gaelic name *Cill Chainnigh* means "Saint Canices' church" in English. Its age makes Kilkenny one of the Tir's most interesting cities, dotted with fine buildings from various periods in Irish history. The famous Kilkenny Festival, a cultural jamboree, also takes place there every August. East of Kilkenny lies the ancient town of Gowran, famed for its racecourse. Another ancient settlement, the town of Callan, lies southwest of Kilkenny on the Kings River.

COUNTY LAOIS

Much like its neighbour, County Offaly, Laois encompasses river and bogland. South of the tree-covered slopes of the Slieve Bloom Mountains that form the county's northern border, the land drops to a boggy plain divided by the Barrow and Nore rivers and a maze of smaller canals. Settlers in Tudor times ousted many of the previous residents, and founded most of the county's major towns. The county town of Portlaoise, has few distinctions aside from its infamous prison. Other principal towns include Abbeyleix, whose name reveals the influence of French immigrants that settled there from Norman times to the end of the 17th century.

COUNTY OFFALY

Many travelers dismiss County Offaly and its neighbour, County Laois as the two counties one travels through on the way to more interesting places such as Cork or Tipperary. Bogland covers most of Offaly, bordered on the west by the mighty River Shannon and on the south by the range of hills known as the Slieve Bloom Mountains. To the northeast, the county shares the Bog of Allen with County Kildare. Historically, the unstable nature of the landscape kept invaders from penetrating far into the region, and the county's local chieftains ruled unmolested until their forcible relocation to County Kerry in the 1600s. Once under the control of the O'Connor kings, Offaly has fallen under the sway of the O'Carroll family in modern times. The county's principal town, Tullamore, lies on the Grand Canal linking the Shannon and the Liffey. Today as in the past, Tullamore's fame rests on its famous brands of whiskey.

COUNTY WEXFORD

At the southern end of County Wexford lies Rosslare Harbour where the Norman invaders of Ireland landed. In many ways County Wexford may have reminded them of home; the warmest and driest county in the Tir, its low hills and rich valleys are dotted with tidy farms. Fine beaches and a few resorts run along the coast, but despite the heavy ferry traffic at the town of Rosslare the whole county remains virtually unspoiled by urban progress.

Founded around 350 B.C. by a Celtic tribe called the Manapii, the county town of Wexford is one of the Tir's oldest known settlements. Rebuilt many times throughout its history, it carries an air of tremendous antiquity. In more recent times Wexford has become famous for its Opera Festival, held every October. It is also home to a small but well-equipped naval and intelligence-gathering post.

COUNTY WICKLOW

Directly south of Dublin lies County Wicklow, also known as the garden of the Tir. Wicklow encompasses the archetypal Irish countryside of glens and forests, mountains and loughs. Many of its residents in the northern portion are commuters from Dublin, living in suburban communities, but farther south the wild land takes over. The O'Byrnes and O'Tooles have resided in Wicklow for centuries, launching rebellions from their castles in the mountains. Though the rebels' modern-day descendants hold considerable power in the Tir, they retain more than a little of the family's revolutionary spirit.

The county's largest towns include Wicklow, from which the county takes its name; Bray, a tawdry seaside resort to the north; and Arklow, a more pleasant resort in the south. The coast and its larger towns give way swiftly to craggy, tree-covered hills inland, dotted with villages in the low-lying glens.

NOTABLE SITES

The following Leinster sites appear in alphabetical order, with the name of the county in which each site is located in parentheses.

Ballaghmore (Laois)

The castle at Ballaghmore once served as a military outpost for the Fitzgerald family, guarding the borders of the historic kingdom of Ossory. Today the castle earns its fame from its sheila-na-gig, an unusual wall carving of a crazed woman showing her private parts. Hopeful young couples throughout Leinster visit the sheila-na-gig, hoping to use its potency as a fertility symbol.

Bannow (Wexford)

Established by the Normans, this ancient town slowly disappeared under the shifting coastal sands. According to increasing reports, the sands are slowly receding, eventually the sands will ebb low enough to reveal a settlement unchanged since its last known appearance in the mid-1700s. Widespread rumours hint that druids have used magic to accelerate the sand shifting.

Browne's Hill Dolmen (Carlow)

The largest in the Tir, this ancient, capstoned dolmen holds tremendous magical power. According to tradition, its stones weigh more than a hundred tonnes. To learn more of the dolmen's magic, see **Cairn Lines**, p. 100 of this file.

>>>>>[Phew! How on earth did cavemen shift that mother?]<<<<<
—Traveler (23:58:27/1-JUL-54)

>>>>>[If you must ask, you will surely never know.]<<<<<
—Taranis (00:08:54/2-JUL-54)

Clonmacnoise (Offaly)

Situated near a gentle bend in the Shannon River, the monastery of Clonmacnoise is a celebrated holy place. Founded in 548, it served as a prominent center of worship and learning for many centuries. The monastery's extensive ruins, churches built nearby in later periods, grave slabs remain the focus of pilgrimages by die-hard Christians, especially on St. Ciaran's feast day (September 12). From their own small community east of the monastery, the Order of Sylvester administers the ruins as a pilgrimage site and tourist attraction.

Donnelly's Hollow (Kildare)

Famed as the place where the Irish boxer Donnelly beat the English champion, George Cooper, in 1815, the forest clearing has apparently once again become the site of illicit wrestling and boxing contests.

>>>>>[No one's touched on this element of sport. Stand-up, bare-knuckle fighting is a popular way to suffer quick brain damage in rural areas.]<<<<<
—Leech (16:24:30/2-JUL-54)

Dunganstown Castle (Wicklow)

Six miles south of the town of Wicklow, Eoghan O'Byrne is rebuilding this spectacular castle for his extended family. The O'Byrne family gathers here for its political conclaves, bringing along spirit watchers, bodyguards, and heavy security.

Dunmore Cave (Kilkenny)

Situated seven miles north of Kilkenny town, the dramatic caves of Dunmore offer the visitor a fantasy world of colored chambers and unusual rock formations. Local people fled to the caves during the Viking raids, but the Vikings found them and killed nearly a thousand. Ghosts of the slain supposedly wander the caverns; undoubtedly the caves resonate with background magic. Off and on, Spirits of the Waters congregate at Dunmore.

Durrow (Offaly)

A standing cross, a scattering of tombstones, and a holy well are all that remain of the famous monastery whose monks illuminated *The Book of Durrow* in the seventh century.

Ferbane (Offaly)

The Ferbane boglands retain an air of ancient mystery. Perched on solid ground amid the watery peat, the scattered vestiges of the land's former occupants remain to tantalize their descendants with mystery: ruined churches, crumbling buildings, and ancient stones.

>>>>>[At festival times, the *ignis fatuus*, or will o' wisps, sometimes dance with the spirits of those gone before. Such mysteries remain hidden from ordinary sight. To be chosen to dance is a privilege, a sign of great honor.]<<<<<
—M O'S (23:14:48/3-JUL-54)

>>>>>[Horsedrek. If you want a corpselight to kill you, come right on down.]<<<<<
—Mulligan (16:12:51/4-JUL-54)

Glendalough (Wicklow)

High in the hills, the "glen of two lakes" is an important early Christian site. In this peaceful setting stands a cluster of seven ancient churches and a monastery, nestled in a hollow between two lakes that run into a spectacular waterfall. All but abandoned, the buildings offer a home to a few hardened hermits. Rumours of fomorians in the area discourages most people from visiting the glen.

Graiguenamanagh (Kilkenny)

Perched on a ravine on the border between Kilkenny and Carlow, this village contains the Cistercian abbey of Duiske and an ancient church. Both of these sites contain graves dating back to ancient times. An effigy of a crosslegged knight lies in the church grounds, and local people attribute many legends to it.

>>>>>[According to a couple of reliable witnesses, every so often the damn thing gets up and walks around, staring at the ground as if searching for something. Then it lies back down cool as you please and stays put for another decade or so before going strolling again.]<<<<<

—Mulligan (16:47:02/4-JUL-54)

The Hill of Allen (Kildare)

Legend paints this hill as the otherworldly seat of the hero Finn MacCuill, said to lie at rest until Ireland needs him. Together with the city of Naas and an ancient hill fort at Knockaulin, the hill was once home to the kings of Leinster. Straight lines drawn between the three form an equilateral triangle with sides nine miles long.

>>>>>[The monstrous, 19th-century folly built near the hill by Sir George Aylmer has thankfully been demolished. With it gone, the power can flow again.]<<<<<

—Taranis (04:01:15/5-JUL-54)

Kells (Kilkenny)

Built in the early days of the kingdom of Ossory, the ancient monastery of Kells is an impressive example of 12th-century ecclesiastical architecture. Like most monasteries in the Tir, Kells was probably built on an older pagan site.

Kilkenny Castle (Kilkenny)

The great fortress of the Butlers of Ormonde, the castle towers over Kilkenny town. Built in 1195, it has once again become home to a prominent branch of the powerful Butler family.

Leap Castle (Offaly)

This imposing structure near the town of Gloster, in the southern corner of the county, guards the valley that connects Leinster to Munster. The O'Carroll family restored it twenty years ago, and currently inhabits it. Some call it the most haunted building in Ireland, with 24 ghosts. The O'Carrolls, however, say little about their disembodied fellow residents.

>>>>>[Because of the government bounty on banshees?]<<<<<

—Mr. Manchester (05:12:30/7-JUL-54)

Motte Stone (Wicklow)

The immense Motte Stone, deposited by a retreating glacier during the last Ice Age, looms over the village of Avoca like the preserved head of an ancient giant. The stone forms part of the Tir's cairn lines.

Punchestown (Kildare)

This 23-foot standing stone, in the grounds of a racecourse, has a burial chamber at its base. Though neglected in previous times, both stone and chamber are well-tended by the current regime in the Tir.

Rath of Mullaghmast (Kildare)

This earthen, Stone Age fort lies to the west of the village of Ballitore. The site of a grisly massacre in 1597, the place had a haunted history long before then. Local legend historically claimed that the spirit of Garret Og Fitzgerald, the 11th Earl of Kildare, appeared at the fort every seven years. Another ruined Fitzgerald seat, Castle Fitzgerald, lies near Celbridge. At present, the Fitzgeralds have no plans to rebuild at either site.

Reban Castle (Kildare)

The overgrown ruins of this 13th-century castle stand upon the foundation of a far more ancient site, noted on Ptolemy's 2nd-century map of Ireland. Leshy congregate at this site, acting aggressively territorial; rumours hint that the leshy are guarding something, but no one knows what it might be.

Slieve Bloom (Laois)

The wooded glens, waterfalls, and bogs of the Slieve Bloom Mountains contain many sites renowned in history and legend. To cite just one, the Glendine Gap has a long history as a contested prize in battle because it provides a view across all five Tir provinces. It also overlooks the Munster Road, an ancient highway that crosses the Tir from north to south. The high peak known as Wolftrap Mountain is another powerful, mana-rich, ancient site.

>>>>>[At the foot of these mountains, more than a few people have run into those elusive critters known only as knockers. A handful of elven hermetics live in the area, exploring the underground cave systems with the aid of elementals in an effort to map the place and find these faerie beings. If you want to check it out, approach carefully, preferably disguised as a harmless recreational rock-climber.]<<<<<

—Mulligan (16:34:02/9-JUL-54)

>>>>>[Oh, that's *really* going to fool them.]<<<<<

—Slater (16:52:00/9-JUL-54)

Woodenbridge (Wicklow)

Two and a half centuries after the first discovery of gold in the Vale of Avoca, small deposits have once again turned up near this village beneath the Croghan Mountain. A high-tech installation has grown up in recent years, dedicated to extracting the precious metal. Despite the Tir's stringent anti-pollution laws, repeated spillages from the NSG chemical plant at one end of the valley have colored the grass yellow.

>>>>>[NSG stands for No Sodding Grass. These fellows have poisoned more than the fields over the years. Soon enough, those prospectors will find more than gold.]<<<<<

—Michael (15:21:58/10-JUL-54)

MUNSTER (Cuige Mumhan)

Spanning the southwest corner of the Tir, the province of Munster embodies contrast, from the bustling city of Cork to the desolate, craggy coastline of Counties Kerry and Clare. The stately

River Shannon slices through the province, meeting the sea between Clare and Limerick. Together, the river, the Slieve Bloom mountains, and the bogs of County Offaly separate the province physically from the rest of Tir na nÓg.

Though the largest of the five provinces, Munster has the smallest population. Munster natives have a historic reputation for fine poetry and craftsmanship of various kinds, a tradition that continues to this day. The people of Munster also revere knowledge, whether of facts or philosophy. A local saying from County Kerry says the Kerryman learns from the cradle that men invented language to conceal thought. Reverence for language, in one way or another, is a guiding principle of the Courts of Poetry. At these gatherings of famous poets and bards, participants pass tales from one to another to enrich each generation. The magical Order of Brigid presides over many such courts, though some have other sponsors.

COUNTY CLARE

The northernmost of the six Munster counties, Clare's musical tradition has earned it the nickname of the Singing County. More members of the bardic Order of Brigid live in County Clare than anywhere else in the Tir. Wild and beautiful, the county brims over with ruined remnants of its colorful past as the Kingdom of Thomond, stronghold of the Firbolgs. More than two thousand hill forts, dolmens, and other ruins lie scattered across the land, acting as foci for magical power. In the county's northern corner, the whitened, crevassed landscape of the Burren looks like a piece of the moon fallen to earth. Further south, craggy coast gives way to inland hills and glens. Ennis is Clare's most prominent county town; Clare also includes Shannon International Airport in its southern corner.

COUNTY CORK

The Tir's largest county, Cork is also one of its most tranquil. Rivers flow softly through wooded valleys, and purple heather climbs over the gentle hills in the autumn. Ruins from many an earlier time offer mute testament to the land's repeated waves of settlers from the east, and Cork's country people seem to embody the county's peace and beauty.

City residents, by contrast, are far more cosmopolitan, though their reputation for artistry reflects the beauty of their land. Cork has long rivaled Dublin as the artistic center of the Tir, and its varied arts festivals attract hordes of visitors. Its School of Music, for example, has an unrivaled reputation for the revival of traditional musical forms. The city has an island at its heart set off by kilometers of canals, giving it a gracious feel similar to Venice. In keeping with its artistic emphasis, the fierce rivalry between Cork and its neighbours, especially County Kerry, manifests itself in poetry and song rather than swordplay or political intrigue. Blarney Castle also lies in County Cork, a magnet for visitors wishing to kiss the Blarney Stone.

>>>>>[Yeah, Cork is cool, but it's also home to the Social Benefit Registry and other state-sponsored surveillance scams. Those Corkites like to know what everyone else is doing!]<<<<<

—Moleman (06:11:20/11-JUL-54)

COUNTY KERRY

Blessed with some of the most beautiful scenery in the Tir, County Kerry is also gifted with the friendliest, most poetically inclined people. Beginning in prehistoric times, the people of Kerry have recorded their words on sacred ogam stones, many of which still litter the countryside. Most outsiders perceive Kerry folk as having thought patterns only tenuously related to any form of logic or consensual reality; this partly deserved reputation gave rise to the spate of whimsical Kerryman jokes with which every native of Kerry must contend.

The land looks like a giant's hand, with mountainous fingers reaching into the ocean, divided by deep inlets. Isolated islands off the Kerry coast have long provided a refuge for those outcast from Tir society, and also for the pious in search of peace.

The spectacular lakes of Killarney dot the county's craggy central region. The town of the same name marks the start of the Ring of Kerry, the 170-kilometer tourist trail that follows the edge of the Iveragh Peninsula. North of the Slive Mish, the county town of Tralee sits amid lowlands that farmers have worked for many centuries. The Rose of Tralee festival, paying homage to beauties the country round, is held in the town every year.

COUNTY LIMERICK

Author and poet Edward Lear popularized the five-line comic verse in the 19th century, immortalizing the name of Limerick the world over. The county itself encompasses gentle farmlands speckled with hundreds of ruined castles and towers. The wide River Shannon bounds it to the north; to the south, east, and west lie fringes of hills and mountains. The best dairy cattle in the Tir reside in Limerick, and many Limerick natives make the same claim for their horses.

For most of its modern prosperity, the city of Limerick relies on nearby Shannon International Airport and the Éireann-Tir publishing house. Once a drab town, the revival of its schools of art and poetry have turned it into a major artistic center.

COUNTY TIPPERARY

The largest of the Tir's inland counties, Tipperary is also the richest. Its fertile land breeds the finest cattle and crops, producing the high-quality food enjoyed throughout the Tir. Though latterly famous as the home of the Ormonde family, whose name changed from Fitzpatrick to Butler after one member became Chief Butler to the Lord of Ireland, County Tipperary has earlier legends attached to it. Long before the Butlers arrived, Finn MacCuill and his Fianna warriors sported with the fairy women on the mystic mountain known as Slievenamon.

The county town of Tipperary is a vital farming center, lying at the heart of the Golden Vein (or Vale), the south's richest farmland. The northern towns of County Tipperary are the ancient homes of the Ormondes and their allies, many of whose descendants still reside there. The Rock of Cashel, at the heart of the county, is an imposing site of interest to anyone concerned with the Tir's history.

COUNTY WATERFORD

This county stretches along the southern coast between Waterford Harbour and County Cork, hemmed in on the north by a pair of low mountain ranges that keep the climate cool and pleasant. In the bustling city of Waterford and the smaller inland communities, the area's ancient history lives side by side with its modern, commercial concerns. Waterford's young and lively people seem to draw on the combined vitality of Cork to the west and Dublin to the east.

NOTABLE SITES

The following Munster sites appear in alphabetical order, with the name of the county in which each site is located in parentheses.

Aghadoe Hill (Kerry)

In ancient times, local people believed this hill to be the birthplace of beauty. Even today, elven nobles use it for wedding ceremonies and to announce betrothals across the counties.

>>>>>[Boggeragh (Cork): The labyrinthine peaks and valleys of the Boggeragh Mountains conceal wild men, hermits who prey on intruders from the safety of the hidden paths. They aren't easy to question; they speak a weird, grunting patois that no one else can understand.]<<<<<

—R O'Brady (23:00:17/14-JUL-54)

Cahir Castle (Tipperary)

The family seat of the Butlers of Ormonde, this spectacular 15th-century castle sits on an island in the middle of the River Suir. Danaan Family meetings and informal councils needing tight security frequently occur at the site.

Cape Clear (Cork)

The O'Driscoll family lived in this area until 1631, when Algerian pirates sacked the land. Many captive O'Driscolls sailed over the water into slavery along the Barbary Coast.

>>>>>[Ah, that begins to explain several puzzling connections I've turned up regarding the O'Driscolls and foreign contacts. Many thanks.]<<<<<

—Archer (02:14:50/15-JUL-54)

>>>>>[Tell us more!]<<<<<

—Padraig (22:57:59/15-JUL-54)

Carrick-On-Suir (Tipperary)

This fortified, Elizabethan mansion on the edge of the sleepy town of Carrick, an ancestral home of the Earls of Ormonde, is currently occupied by Cullen Butler and his retinue. Their antisocial, drunken indulgences have not endeared Cullen to the local people.

Castle Matix (Limerick)

Home to the Earl of Desmond, this 15th-century castle hosts one of the Tir's most famous Courts of Poetry. Bards and poets travel to Castle Matix from across the Tir to learn new works from their peers. Some locals claim the castle owes more than a little of its poetic air to the peculiar properties of the local spring water.

>>>>>[Crag Liath (Clare): Aibell, the *bean-sidhe*, has returned to her rightful home in the Grianan. Many believe she foretells the approaching death of one of the Dalcassian Kings, the O'Brien. The last time she appeared, the warrior-chieftain Brian Boru died in his tent after winning the battle of Clontarf. Beware.]<<<<<

—Sabre (00:04:17/16-JUL-54)

Doonbeg Fort (Kerry)

Surrounded on three sides by the waters of Dingle Bay, this ancient stronghold on the slopes of Mount Eagle is an ancient source of power. Underground chambers and dolmens lie near its tall stone walls, acting as power loci for the most skilled mages. Amateur magicians are advised to be wary of the powerful, unpredictable magical energies along the coastline; the area holds many hazards for the careless.

Glin Castle (Limerick)

The ancestral home of the Knights of Glin, this stronghold of the Fitzgerald family recently came to Rhianna Fitzgerald following her bloody duel with her rival cousin. Shocking to many in the *Danaan-mór*, the duel remains unrecognized by the families concerned. Despite the lack of official sanction, Rhianna appears to have taken control of Glin Castle.

Iniscealtra (Clare)

This island in Lough Derg, also known as Holy Island, hosts the festival of the holy well near Lughnasad. Celebrants commemorate the life-giving waters of Lough Derg in an orgy lasting three days and nights.

>>>>>[Yow! Lead me to it!]<<<<<

—Traveler (14:01:49/16-JUL-54)

>>>>>[You'd not survive it, believe me! Three days without rest, consorting with the spirits of Iniscealtra, would age the lustiest sixty years.]<<<<<

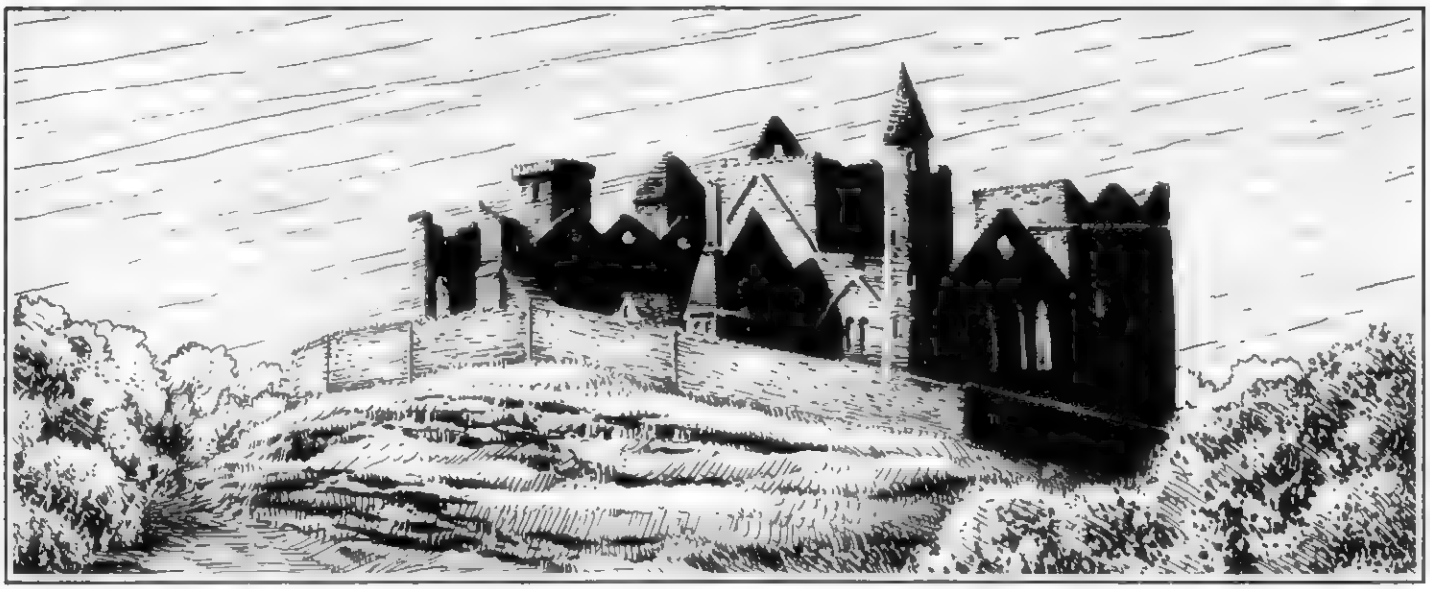
—R O'Brady (01:17:12/17-JUL-54)

Knockeen (Waterford)

According to local tradition, the ancient dolmen at Knockeen marked the grave of a local Desal chieftain. On Samhain in 2051, four unknown elven mages from outside the county gathered at Knockeen and razed the site in a ceremony lasting many hours. No one knows why they performed such a rite. However, some reports suggest that the mages were members of the Order of Sun, Moon and Stars, who regarded the site as a bane.

Lemaneagh Castle (Clare)

An ancient stronghold of the O'Briens, the castle was once the home of the infamous Red Mary, wife of Sir Conor O'Brien. Even today, local villagers tell tales of her murderous temperament as if she still lived. Near the castle stands the great dolmen of Poulabrone, "the pool of sorrows," and the ancient stone fort of



Cahercommaun. The stone structures and the brooding castle color the area with an air of anguish and violence.

Lisdoonvarna (Clare)

An ancient spa town, Lisdoonvarna is famous worldwide for its annual Matchmaking Festival. Every September, spinsters from all over the world head for the town to take part.

Lismore (Waterford)

Built in 1185 by King John, this famous castle until recently belonged to the English Duke of Devonshire. The Tir government retook possession of it in 2047 and began renovations. When complete, the castle will pass to the McCarthy family.

>>>>>[I heard the O'Kennedys had their eye on it and even contested the McCarthys' right to the place. If so, there must have been one hell of a good reason why the O'Kennedys didn't get their way.]<<<<<

—MO'S (01:16:39/18-JUL-54)

>>>>>[Moohaun Fort (Clare): Also called Maughaun, the O'Briens have reclaimed the fort as one of their ancestral homes. Back in the 1850s when the ancient treasure hoard came to light, many valuable pieces disappeared. A family elder, Fuacha O'Brien, has proclaimed a blood oath to regain the stolen treasures for himself and his people.]<<<<<

—R O'Brady (00:14:08/19-JUL-54)

>>>>>[I read that much of the gold got melted down years ago. Surely they can't track it all down?]<<<<<

—Finn (14:12:50/19-JUL-54)

>>>>>[Also, the human Fuacha has little love for most of the Danaan elves outside of his own family. As a prominent human, he embarrasses plenty of his own elven kin. This family has deep schisms within it, of which Fuacha represents but one.]<<<<<

—Analyzer (23:00:43/19-JUL-54)

Rock of Cashel (Tipperary)

The ancient seat of the Munster kings is a wonder to behold. A steep, rocky outcrop rising from the Golden Vale, the Rock is crowned with jagged ruins. Brian Boru, tenth-century High King of Ireland, came to Cashel for his crowning in 977, as did many less legendary figures before and after him.

>>>>>[The site now lies under the protection of a small band of elves known as the Keepers of Cashel. They refuse non-elves access to the peak without special permission. A few people have seen construction of some sort on the summit, but neither physical vision nor magical assensing can see anything clearly.]<<<<<

—R O'Brady (11:04:12/20-JUL-54)

>>>>>[I have heard that the various sarcophagi and other treasures found on the Rock in previous centuries will return to their rightful place on Cashel. Interesting to note that the Keepers of Cashel aren't kin to the Danaan Families.]<<<<<

—Padraig (23:47:16/20-JUL-54)

St. Declan's Well (Waterford)

One of several ancient springs reputed to have healing powers, St. Declan's Well dates from pre-Christian times. Early clerics gave it its name and also modified its legend to suit their religion. The site includes a stone chair, three beheaded stone crosses, and a stone basin for pilgrims to wash in. A large stone nearby supposedly cures the aches and pains of those who crawl beneath it, but no sinner can accomplish this feat.

>>>>>[Some trideo evangelist came to try his luck with the stone at an open-air meeting some years back. Fella named Fraggert, or Fraggit, or something. Nobody could figure why the government let him into the country, but maybe for once they knew what they were doing. I *swear* that stone grew when the bloated freak tried to crawl under. He failed miserably, and got laughed out of Ireland.]<<<<<

—Sinéad F (02:41:11/21-JUL-54)

St. Molua's Oratory (Clare)

The ruined oratory in the fire-gutted Roman Catholic church once stood on an island in the Shannon, until the massive Shannon hydroelectric scheme in 1929 caused its removal to its present location on the hill above Killaloe. Currently, two rival groups are campaigning for its removal. One anonymous group demands the return of the ruin to the island that has recently re-emerged, claiming the island as a seat of great power. The Sons of O'Brien simply want the oratory and the burned church removed from the hill. They intend to replace it with the ancient palace of Brian Boru, Kincara, which stood on the hilltop centuries ago.

>>>>>[Youghal (Cork): The high seat of the Fitzgeralds, who have virtually sealed off the entire town. Outsiders need special passes to enter. The Fitzes relocated all non-Fitzgerald residents to new homes beyond the town walls, heavily fortified in the past year. All evidence of those who supposedly stole the town from the Fitzgeralds, including the famous explorer Sir Walter Raleigh, has been destroyed. What the frag is going on here?]<<<<<

—Moleman (04:12:56/21-JUL-54)

CONNAUGHT (Cuige Chonnacht)

This western province of the Tir is the land of learning, of story-telling, and of judgments. Followers of elven Paths and non-elven druids converge here, all seeking solace and enlightenment in the wild landscape. Connaught is a savage garden, full of mountains and lakes, divided by the ocean into dagger-shaped bays circled by black cliffs and islands. Gray and silver are its colors, found in the province's constant mist and drizzle.

In early history, exiles from Tara came to Connaught for peace and isolation. It continues to fill this role in the modern Tir. For some, the isolation proves too much; in addition to freedom, Connaught can also bring madness and alcoholism. The *Gaeltachta*, the protected area where Gaelic remains the first language, clings to Ireland's human traditions, but the return of the elves to Connaught has sparked a few conflicts between elf and human. The elves keep watch on the non-elven druids when they can, but even the eyes of elven-conjured spirits cannot keep the druids from melting into the Connaught wilderness.

COUNTY GALWAY

The second largest county in the Tir, Galway (or Gaillimh) stretches between the wild and beautiful region of Connemara in the west, across the limestone plain to the banks of the Shannon and the eastern border with County Roscommon. At its heart, the island-studded Lough Corib splits the county; the sizable Lough Mask lies to the north. Additional islands drift offshore, dotted with castles and small settlements dating from ancient times. The principal city of Galway is a bustling but civilized place, taking equal pride in its free-spirited approach to culture, its bars, and its seafood restaurants.

>>>>>[Bugger the seafood. Watch out for the spitting pike in the loughs. They get real big and they enjoy lashins of human flesh.]<<<<<

—Mulligan (19:24:42/22-JUL-54)

>>>>>[The same waters hide the each-uisge, the predatory water horse. If you survive an encounter with one and destroy it, the government will pay you a whopping bounty.]<<<<<

—Linnaeus II (19:57:05/22-JUL-54)

COUNTY LEITRIM

County Leitrim, called West Breffni in the Celtic glory days, feels almost like the land that time forgot. In recent years, however, outsiders from the east have had good reason to remember it and to delve into its secrets. Along with County Sligo, Leitrim is home to the renegade Official IRA, the anti-metahuman terrorists. The rulers of Tir na nÓg fear that the IRA and the Protestant URF have set aside their sectarian differences and allied in opposing the current elven government. The northern half of the county, from the border near Sligo town to the edge of County Fermanagh, is a Security Risk Zone (SRZ), subject to near-martial law and run by the Garda and the TRC. For additional details on SRZs, see the file on Belfast that some knowledgeable readers have added.

Physically, Leitrim is a narrow mountain kingdom with a foothold on the coast. The rugged landscape contains lakes, sloping moors, and vast plantations of conifers. In some areas, the tree farms show transformation patterns unusual in cross-species hybridization; druidic or shamanic influence may account for the oddities, but no one really knows. The county town of Carrick-on-Shannon lies in the southern end of the county; this ancient, fortified town remains an important river ford to this day.

COUNTY MAYO

Someone once joked that a blind mapmaker must have drawn the coastline of County Mayo, so erratically does it twist and turn on itself. Its mountains extend all the way to the sea, the most stunning and lonely mountain landscape in the whole of the west country. Farther inland, mountains give way to lakes, hills, scattered bogland, and limestone plains.

According to legend, the *Tuatha de Danaan* and the Fomorians fought the epic battle of Moytura on the plains of Mayo in the 303rd year of the world. Battles continue in County Mayo up to the present day. Recently, the Japanese-owned Marushima Corporation lost its chemical textile plant at the northern city of Killala to a bomb set by the Official IRA. Only the sparse population kept the casualties lower than they might have been. In response to the attack, the government declared the site a restricted area.

COUNTY ROSCOMMON

Looking more akin to the ancient heartland of Meath than to the wild lands of Connaught, green and fertile County Roscommon abounds in lakes and rivers. The Shannon borders it to the east, the River Suck to the west. Marshland at the borders gives way to rich farmland, divided equally between cattle and sheep ranges.

My own O'Connor family rules Roscommon; the principal family seat at Clongalis has become a famous *Danaan-mór* archive. Other Danaan families also have a claim on the county, especially the MacDermots, who have often battled the O'Connors for dominance in the land. The small county town of Roscommon boasts a castle that has housed and repulsed both O'Connors and MacDermots at different times in its history.

COUNTY SLIGO

County Sligo has truly become William Butler Yeats country; almost every hill and stream in Sligo stirred his poetic imagination and lives in his works. The land, however, existed long before Yeats and his painter brother gave tangible witness to its beauty. Like much of Connaught, the landscape of County Sligo encompasses mountains and glens, glittering lakes and smooth beaches.

Rich in ancient history, Sligo is an archaeologist's paradise. With the reawakening of the Tir, many of its sites have taken on a new significance. The epic *Táin Bó Cualinge* calls Sligo the land of Queen Medb, and her warrior spirit still watches over the county. Sligo is also famous for its music; when its best musicians play, the sounds seem to spring from the land itself. The county town of Sligo is the largest northwestern town in the Tir, and its long history lies heavy upon it.

NOTABLE SITES

The following Coonaught sites appear in alphabetical order, with the name of the county in which each site is located in parentheses.

An Clochan (Galway)

Ten kilometers west of the village of Clifden lies An Clochan, a gathering of huts and tents. Because the site faces America, many of those unwilling to accept Danaan teachings on false spirits come to commune with the spirits of their fellows across the ocean in distant Tir Taimgire.

>>>>>[Oh, puh-lease. I though we'd kicked all that New Age communing crap years ago!]<<<<<

—Anonymous (06:38:32/24-JUL-54)

>>>>>[Uh-oh, looks like we've got some non-believers out there. Perhaps a demonstration could be arranged.]<<<<<

—Taranis (04:40:12/24-JUL-54)

Carnfree (Roscommon)

Four kilometers due south of the Rathcroghan burial mound stands the inauguration mound of the O'Connors, the ancient kings of Connaught and a pre-eminent family among the *Danaan-mór*. The sacred burial site of Conn of the Hundred Battles, and also of the three famous *Tuatha* queens Eire, Fothla, and Banba, the mound holds an immense reservoir of stored power. Carnfree is a powerful mana locus in the cairn line network, and mages appointed by the O'Connor family keep it under constant guard.

Carrowkeel (Sligo)

On this desolate hilltop, an ancient battle took place between the *Tuatha de Danaan* and the Fomorians. At certain times of the year, many spirits of the dead rise from their graves and wander the battlefield. Elven mages protect the site, and elves congregate at Carrowkeel on sacred dates to honor their fallen ancestors.

Castle of Rindown (Roscommon)

The mighty fortress of Rindown, almost invincible in the 13th century, has succumbed to the advance of time. All that remains of Rindown are ivy-covered portions of walls, over which hangs an air of perpetual peace.

>>>>>[A mad elven hermit, known to all in the area as the Fool of the Stars, lives in the ruins. He never speaks or moves from the castle grounds, and no one I know of can tell me his identity.]<<<<<

—D O'Brady (14:12:07/25-JUL-54)

>>>>>[The name suggests that the elf is a renegade from the Order of Sun, Moon and Stars. If so, one might hear many interesting things from him—assuming one could persuade him to speak. Powerful spirit presences exist at Rindown, and leshy prowl the wooded margins of the ruins. I find that interesting.]<<<<<

—Zeitguest (00:00:00/26-JUL-54)

>>>>>[Classiebawn (Sligo): In 1979, the IRA blew up a yacht belonging to the English nobleman Lord Louis Mountbatten, killing him along with members of his family and his crew. Every year on the anniversary, a cadre of Official IRA troops come to Classiebawn to fire their guns over the bay from the clifftop, near the ruins of Lord Mountbatten's abandoned Irish retreat.]<<<<<

—Shannon (03:28:27/27-JUL-54)

Croagh Patrick (Mayo)

On this beautiful mountain sacred to Christians, St. Patrick supposedly spent 40 days and nights fasting. The human pilgrims who come to climb the peak traditionally do so barefoot.

>>>>>[Dromod (Leitrim): This picturesque village on the edge of the River Shannon is terrified and under siege. A vast worm has risen from the depths of the river and devoured more than half a dozen local people. Village leaders have appealed for help from the county's ruling O'Flaherty chieftains, to no avail; instead, the O'Flahertys have hushed up the story for fear of frightening surrounding communities. I ask you, what sort of times are we living in? Has our conscience deserted us?]<<<<<

—D O'Brady (06:56:32/27-JUL-54)

Dunguaire (Galway)

This restored, 16th-century castle, perched on a promontory beside the bay, belongs to Lord Guaire O'Shaughnessy, a human nobleman. O'Shaughnessy hosts frequent banquets and readings from Irish sagas, famous for kilometers around. Foreigners can arrange resident weekends at Dunguaire, but at steep rates.

Hill of Rathcroghan (Roscommon)

Along with Kells in the province of Meath and the famous complex at Newgrange, Rathcroghan's Graveyard of Kings is one of Ireland's three prehistoric, royal burial sites. Once the site of Queen Medb's palace, this flat-topped hill contains immense power. Like Carnfree, Rathcroghan is part of the Tir's cairn lines, and a select circle of mages appointed by the O'Connor family stand guard over it.

Inchagoill (Galway)

Inis an Ghaill, meaning "the island of the devout stranger," has been a holy site of many traditions for more than two thousand years. Alongside the remains of several early Christian churches stands a newly constructed ring of standing stones around the ancient Stone of Lugna, which bears engraved Roman characters and Celtic designs. Supposedly ideal for enchanting operations, the area is home to a small settlement of Danaan hermetics. Inchagoill's especial fitness for enchanting may be more than anecdotal; some of the finest ogam stones in the Tir use stone from nearby areas in Galway.

Inishglora (Mayo)

Its name means the island of the Voice, and Inishglora is an island rich in myth. On Inishglora, the legendary Children of Lir regained their true form after their jealous stepmother turned them into swans. However, they paid a dreadful price for that transformation. Through it they lost their immortality, and came ashore blind and senile to die on the beach.

>>>>>[As with a lot of old tales, myth turns up in history. Most local people believe that shapeshifters live in the area, and some of the seals off the coast seem to look at you with rather more intelligence than you'd expect. The locals think some of the seals are shamans; they don't regard them as evil, but they feel a bit cautious of them. Sort of an "I don't want one living next door to *me*" attitude.]<<<<<

—Mulligan (15:45:11/27-JUL-54)

Keshcorran (Sligo)

On Garland Sunday, the last Sunday in July, locals gather at the caves of Keshcorran to offer tribute to Lug, and to Cormac MacArt, the ancient king of these lands. Oddly enough, local trolls and orks love this celebration; for some reason, they identify with Lug.

Kilronan (Roscommon)

Lying near the shores of Lough Meelagh, this ancient holy well marks the graveyard of Turlough O'Carolan, Ireland's famed blind harper. A sacred grove of ash trees surrounds the well, said to help preserve the harper's spirit. To honor his memory, the O'Carolan Festival meets at Kilronan every August, attracting bards from every corner of the Tir.

Knock (Mayo)

In 1879, residents of this tiny village erected a shrine after various Christian figures supposedly appeared to fourteen people. The shrine became world famous in the 20th century, prompting the building of a sizable community and an airport near the village to handle the influx of pilgrims. Following the discovery of documents in 2017 that exposed the visions as a cruel hoax, the flow of pilgrims dried up. A few still come to Knock every year, presumably to marvel at human folly.

Knocknarea (Sligo)

According to legend, the massive cairn atop Knocknarea Mountain is the burial place of Medb, the ancient Queen of Connaught. The Awakening of the Sixth World transformed the extensive burial complex considerably, as mana levels rose and ancient icons etched themselves into the stones. The Orders of Ogma and the Sun, Moon, and Stars both use this powerful magical place for enchanting and ritual sorcery.

The Neale (Mayo)

Set amid the remains of several ring-forts and lying within an abandoned estate, this medieval tomb carving bears the peculiar legend that "the gods go back to the year of the world 2994." Originally thought to be Victorian, the carving is now known to date from far earlier, though archaeologists cannot pin down a precise date.

>>>>>[And what does that odd phrase mean?]<<<<<

—Taranis (04:56:09/28-JUL-54)

O'Dowd's Castle (Sligo)

Five kilometers south of the town of Inniscrone, this tower has mermaid legends associated with it. Occasional mermaid sightings have been reported over many years, lending truth to at least some of the tales.

Pallas Castle (Galway)

One of the many estates belonging to the Burke family, Pallas Castle is currently undergoing restoration after a fire swept through it.

>>>>>[I heard that one of the younger Burkes, possibly Dermott, torched the place rather than let his elder brother take possession of it.]<<<<<

—Colm (04:17:02/29-JUL-54)

Rockfleet Castle (Mayo)

Another ancestral home of the Burke family, this tower house overlooking Newport Bay currently belongs to the aging human Cathal Burke and his family. Crippled with arthritis, Cathal retains keen wits and holds the loyalty of all the human Burkes. He apparently cares little for the *Danaan-mór*, nor for most elves beyond his own kin. This attitude frequently creates problems for the Burkes in the Danaan Councils.

Sheebeg (Leitrim)

Local legend identifies the prehistoric mound atop the small hill of Sheebeg as one of the many resting places of the hero Finn MacCuill. As yet, research has neither proved nor disproved this claim.

Turoe Stone (Galway)

Six kilometers outside the village of Loughrea, this rounded pillar remains a mysterious object. It stands a meter high and has a swirling mass of opposed spirals carved on its upper part. Some account for the weak power level around the stone by blaming the move from its original site at the center of the ring-fort known as the Rath of the Big Man.

>>>>>[Yes, Niall, and others say someone moved it to cap something far more powerful that was entering the world through this spot.]<<<<<

—R O'Brady (01:14:48/30-JUL-54)

MEATH (Cuige Righ)

Following the reunification of Ireland and the rebirth of Tír na nÓg in early 2035, the Danaan elves created the province of Meath in order to define on paper the heart of the newly Awakened land. Originally, the counties of Monaghan and Cavan belonged to Ulster and the rest of Meath's counties belonged to the province of Leinster. Many humans still think of the Tír as having four provinces, but elves and other metahumans accept the new division as the correct one.

In Meath lies Tara, ancient seat of the Irish High Kings. Many elves make their homes in Meath, the center of all things, including a few junior O'Connor and O'Kennedy prionsas. The Danaan Families have built new palaces at historically revered sites such as Drogheda, Kells, Newgrange, Uisneach, and the hill of Tara itself, from which the Danaan government spreads its rule throughout the Tír.

COUNTY CAVAN

Made part of Meath in the reunification of 2035, Cavan remains hotly disputed. Many of its older residents, especially humans, wish it to revert to the province of Ulster. Others, notably young elves, want Cavan not only to remain part of Meath, but also to become part of the Kingdom of Breffni, to which it belonged until the British created County Cavan in 1584.

An unspoiled county brimming with dreams despite the ongoing controversy, Cavan has a rare beauty. High mountains, valleys rippled with drumlins and swathed in new forest, and deep, crystalline lakes give the county a special grace. In the southern slopes of Cavan's mountains, the Shannon begins its journey across the Tír. More than any other county, Cavan exudes Ireland's ancient past. Its hills and glens are strewn with Bronze and Iron Age relics, some of which have only just come to light. Some people speculate that these new artifacts have re-emerged from the land, called forth by the Awakening. However, the reputed site of the Tír's most important shrine to the Celtic gods at Magh Sleacht near Ballyconnell has revealed nothing. Its sacred artifacts, if any, remain lost to the Tír.

COUNTY LONGFORD

Lying in the basin of the Shannon at the heart of the Tír, County Longford encompasses lakes and islands swathed in forest. In previous times Longford was called Annaly after an O'Farrel prince who ruled the area. A few latter-day O'Farrel kin are campaigning fiercely to restore this name.

COUNTY LOUTH

Louth is the Tír's smallest county, and its rolling hills and forests carry a fair share of Irish history. The northern side of the famous Valley of the Boyne lies in County Louth; the Battle of the Boyne took place here, where the English King William III triumphed over an Irish army and ended dreams of freedom from British rule. Farther north lie the heathery slopes of the Cooley Peninsula, the ancient land spoken of in the *Táin Bó Cualinge*, in which the mortal hero Cú Chulainn defended Cooley against Queen Medb of Connaught.

COUNTY MEATH

Of all the counties in the province of Meath, the one that bears its name remains the Tír's true heartland. In *Sperethiel*, it is named *Iarmhidh*. Meath is my family's homeland; we are descended, in a special sense, from those ancients who ruled both this land and the Tír. Every stone of its hills, every tree of its forests, every blade of grass growing on its plains, every lake, fen, and river tells a story of the county's past. Across the Valleys of the Boyne and Blackwater and beyond lie the legendary sites of Tara, Slane, Uisneach, Knowth, Newgrange, Kells, Motte, and countless others whose power the Awakening revealed to the world.

As a reunited land, County Meath reflects the greater reunification of the Tír. Modern-day County Meath incorporates Westmeath, divided from Meath since 1542. With this union, the two great sites of Ireland's kings at Tara and Uisneach now reside in the same land. Despite the tradition of rebellion that caused its conquerors to partition it, County Meath has reclaimed its place as the land of unity, of government, of princes, and of kings.

COUNTY MONAGHAN

Caught between the northern counties of Armagh and Fermanagh, County Monaghan in the previous century offered refuge across the Ulster border for IRA terrorists fleeing the jurisdiction of Ulster authorities. A sizable community of Republican sympathizers still lives in the area, prompting the TRC to build its immense headquarters

at Hope Castle, near the town of Castleblayney. Ironically, the onetime refuge for Catholic Republicans has begun to look attractive to Protestant racist paramilitaries, who hope to expand their malign influence in the county.

Monaghan's low and rolling landscape is covered with trees, lakes, and tiny patches of bogland. Unlike their fellows elsewhere, the humans of Monaghan are small, dark and wiry, as if they had cross-bred with the leshy. As an explanation for this physical difference, some claim the county as the last refuge of the original Firbolgs, a small, dark people squeezed into Monaghan by the Celtic settlement of every other corner of the Tir.

NOTABLE SITES

The following Meath sites appear in alphabetical order, with the name of the county in which each site is located in parentheses.

Annaghmakerrigh House (Monaghan)

Once the home of Sir Tyrone Guthrie, a famous patron of the arts, Annaghmakerrigh now houses the Bardic School, which teaches ancient songs and tales to new generations. The bardic Order of Brigid owns this property, and acceptance to the school is a great honour for a young artist. The mansion house contains fine sculpture and beautiful marbled halls. The riches within, however, require formidable security to protect them.

Athlone (Meath)

The castle at Athlone guards the ford of the Shannon River that links the provinces of Meath and Connaught. In earlier times, men from the western provinces launched countless raids into Meath from the ford, to be beaten back by the castle's inhabitants. The O'Connors have made the castle an important stronghold, symbolizing the family's role as guardians of both provinces.

Brugh na Boinne (Meath)

Enclosed on three sides by the river that bears its name, Brugh na Boinne contains at least fifteen ancient passage graves, among them the famous sites at Newgrange, Knowth, and Dowth. Ireland's humans treated the graves with tremendous disrespect in earlier centuries, allowing all and sundry to wander through them and disturb the spirits at rest. Since the formation of the Tir, the burial sites have come under the jurisdiction of the O'Connor family. All constructions built later than the graves, such as the Christian souterrain, have been removed to remedy the desecration of these sacred sites. As at Tara, visitors to the sites must acquire a special permit from the office of Lord Diamuid O'Connor.

Clough Outer (Cavan)

The O'Connors acquired the ancient castle of the O'Reilly family as part of a marriage settlement between Prionsa-presumptive Tuam O'Connor and Raine O'Reilly in 2052. Though Tuam could have made a more politically advantageous match, the castle made a splendid dowry. Perched on an island in Lough Oughter, Tuam O'Connor's new home stands to gain considerable importance in the O'Connor family's future dealings.

Cooley (Louth)

The Cooley Peninsula, sometimes called Carlingford by humans, is a favourite retreat for elves wishing to contact people and places from the past. Elven pilgrims walk the sites mentioned in the *Táin Bó Cualinge*, reciting the epic poem's verses at each place described in the tale.

>>>>>[Dun a Ri (Cavan): Once a forest park open to all, in recent years Dun a Ri's elf stewards have closed it to everyone except pointy-ears. On several occasions, the weedeaters have shot human "trespassers" for the heinous crime of taking a walk in the woods.]<<<<<

—Cullen J (03:17:50/1-AUG-54)

>>>>>[They died for the crimes of poaching deer, damaging sacred copper beech trees belonging to Prince Cathal O'Kennedy, and resisting lawful arrest with firearms.]<<<<<

—M O'S (13:17:50/1-AUG-54)

Finn MacCuill's Fingers (Cavan)

Standing on Shantemon Hill northwest of Cavan town, these standing stones have little to do with the legendary hero MacCuill despite the name. Though once a coronation site for the princes of Breffni, the stones have no power left in them.

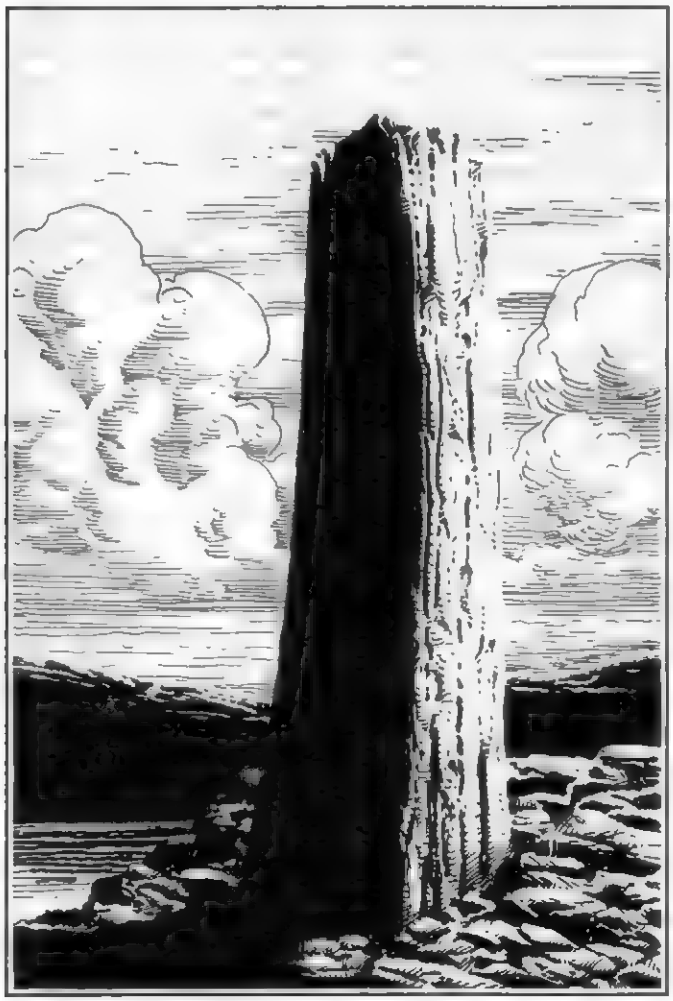
Hill of Tara (Meath)

Tight government control protects the Hill of Tara from the ravages of the thousands of pilgrims who visit the site every year. All who wish to stand on the hill, especially on a sacred day, must apply for a permit from the office of the administrator, Lord Diamuid O'Connor. Anyone wishing to view or touch the *Liath Fail*, the coronation stone of the ancient kings, must have the personal permission of Lord O'Connor, which he rarely grants. Constant contact with human and elven hands has eroded the stone, threatening to wear it away and dissipate its power.

>>>>>[Some people may wonder about the *Liath Fail* at Tara, remembering that the "true" Stone of Kings supposedly lies in the Seelie Court and that the British once removed what they claimed was the same stone to deny Irish leaders a claim to kingship. For the mightily confused, I offer the following explanation. The true stone does not exist as a single, unchanging, physical object. Instead, the physical object becomes the true stone through a combination of mana flow, symbolism, and emotional reality. Yes, I know that sounds like something out of Rory Mac Guinness' *How to be a Pretentious Eegit*, but it's true. No single *Liath Fail* exists that can be removed and destroyed forever. The "true Stone" is all consecrated stones that exist in the magical, symbolic space reserved for the *Liath Fail*.

I know it's too weird for all of youse, and I'm sorry I can't get this across in words. You'd have to be Irish to understand me, but if you were I'd not have to tell you anyway.]<<<<<

—Stumbler (15:15:03/2-AUG-54)



Inchcleraun (Longford)

On this island at the northern end of Lough Ree, also known as Inisclothran, the hero Fergus killed Queen Medb with a stone fired from a sling as she bathed in the lough. A single standing stone by the water marks the spot where she fell and has become a place of pilgrimage for many people from Connaught. Some pay respects to Queen Medb out of nostalgia for all of Ireland's old tales, but a few radical feminists also consider the place a symbolic site.

Kells (Meath)

The town of Kells abounds in ancient history, but the castle of the ancient king Cormac MacArt remains its most notable site. It later belonged to Dermot, High King of Ireland, who granted it to the early Christian St. Columba. Once a ruin, the castle has been rebuilt at the center of the town and is now one of the primary residences of the O'Molloy family.

Killeshandra (Cavan)

The Festival of the Lakes occurs here every June and includes dancing, competitions for music, a children's fest, and boat races.

Lough Derravaragh (Meath)

This fine castle overlooking the ancient lough is the home of the O'Dunns, once the hereditary Earls of Longford. The High Steward of Tir na nÓg resides at Derravaragh for several months of the year. According to legend, the jealous stepmother of the Children of Lir transformed them into swans at Lough Derravaragh.

Slane Castle (Meath)

Though built in 1780, this picture-book castle on the River Boyne looks like something from a bygone medieval age. Foreign Secretary Samuel O'Kennedy and his retinue currently call the castle home. The nearby Hill of Slane is an ancient druidic site, closed to visitors and protected by O'Kennedy mages. The fires that burn at its summit on the sacred days may be seen for kilometers around.

>>>>>[Uisneach (Meath): Debate continues as to whether Uisneach or Tara is the rightful seat of the Tir's shadow government. The O'Kennedys raise the loudest voices demanding the adoption of Uisneach as at least a twin center of power, if not its elevation over Tara. Much of their argument, however, simply allows them to drag out their disagreements with the O'Connors on this matter. Historically, the warring tribes of Teffia adopted Uisneach in preference to Tara around A.D. 300 or so. Though Malachy II built his fort Dun-na-Sgiath on Uineath in the 11th century, before and after that time Tara was Ireland's only capital. And so it remains.]<<<<<

—R O'Brady (23:25:16/2-AUG-54)

>>>>>[Wake me when he stops, if he ever does. I mean, who gives a flying one about this elf junk?]<<<<<

—Cooney (03:54:09/3-AUG-54)

>>>>>[Fool; the argument over the capital mirrors the conflict between the O'Connors and O'Kennedys, and the larger sense of uncertainty that lingers in the collective elven psyche. Many of them have yet to fully define or come to terms with their reawakened role as stewards. And by the way, R is a woman.]<<<<<

—Analyzer (04:12:58/3-AUG-54)

ULSTER (Ulaidhster)

The people of Ulster have always had a warlike reputation, and the province continues its proud, bloody history of fighting prowess. Legendary heroes and warrior women have given way to the present, vicious cycle of terrorism. Prevailing historical theory peoples ancient Ulster with Scottish Picts and Milesians, a Celtic people from Spain; in the 17th century, Ireland's British overlords encouraged Scots Protestants to settle in Ulster as a means of controlling the Catholic masses. The remains of a great earthen wall bordering the upper reaches of the Shannon testifies to the long enmity between Ulster and the south. Archaeologists believe that the southern Irish built some of the portions, and Ulstermen the rest.

In more recent times the long shadow of the Troubles has colored all rational contemplation of Ulster's relations with the rest

of the country. The TRC swallowed up much of the old IRA in the reunification of the Tir, and so Ulster's rebel faction has swung from the Catholic to the Protestant side. These days, the human Protestant fanatics of the URF and NURM terrify the ordinary people of Ulster as the IRA did in past years. Back in the early twentieth century, Protestant Orangemen opposed to reunification with the Catholic Irish Free State instigated the Troubles; in a strange echo of that history, their descendants now fight the same battle against a different enemy. For their part, most Ulster citizens simply want to get on with their lives in peace.

The terrorist threat has imposed special security considerations on Ulster, chiefly the establishment of Security Risk Zones (SRZs). The most famous of these is Belfast; other SRZs include the cities of Derry, Newry, and Armagh and its environs. Potential visitors to any part of Ulster should keep in mind that many of its people are fiercely at odds with the rest of the Tir.

>>>>>[In other words, don't go shooting your big fat mouth off in a Derry pub about how great elves are. Hell, don't be an elf in a Derry pub.]<<<<<

—Cleasaiche (00:30:12/20-AUG-54)

Despite the conflicts, the land of Ulster has as much beauty as any land in the Tir, along with many a colorful legend. From the Giants' Causeway to the mountains of Mourne, the heroic spirits of Cu Chulainn and Finn MacCuill stalk this wild, troubled, beautiful northern land.

COUNTY ANTRIM

The Giants' Causeway is only one of the many spectacular sights along Antrim's justly famous coastline. Further inland lies the lovely, wooded area known as the Nine Glens, famed for its breathtaking beauty. Patches of thick forest, much recently regrown, cover most of the county. Toward the southern end of Antrim, the Slemish Mountain heights slope downward toward Belfast and its notorious SRZ.

Antrim once belonged to the MacDonnell clan, whose ancient kingdom of Dalriada extended into Scotland. Even today, the Antrim accent sounds similar to a Scottish burr, and the Protestant cause has never lacked for Antrim-bred followers. Farther back in history, Antrim gave the Tir great men and legends. The placenames of mountains, glens, and caves across Antrim commemorate Finn MacCuill and his son, Oisin; the sons of Uisneach who died for the sad lady Deirdre's beauty; and the Children of Lir.

COUNTY ARMAGH

The smallest of Ulster's seven counties, Armagh nevertheless boasts scenery as varied as any county in the Tir. The gentle, drumlin hills of the south give way to wild, open moorland, and to mountains and rocky glens farther east. Traveling north toward the shore of Lough Neagh, the land turns to dairy pasture and orchards, scattered among lush new forests.

Lonely Armagh farm houses too often provide a ready hideout for terrorist cells, and so the Tir government has declared much of central Armagh an SRZ. A second SRZ surrounds the town of Crosmaglen, in the south of the county. Despite security problems, however, many visitors still come to Armagh to see its numerous historical landmarks. On the outskirts of the city of Armagh stands the legendary Emain Macha, also called Navan Fort, the coronation place of the ancient Kings of Ulster. From Emain Macha the Red Branch Knights sallied forth in ancient times, among their number the great hero Cu Chulainn.

The town of Armagh houses a military base of considerable size, as well as R & D and manufacturing operations for Armaments Éireann-Tir. In addition, the TRC and *Reach Fulleach* have outposts in the town. As a major intelligence-gathering center and armaments producer, Armagh lies under virtual martial law.

COUNTY DERRY

Previously called Londonderry, Derry's history of conflict unfortunately overshadows the far more attractive traditions of learning and song that once earned fame for the people of this friendly land. Derry's landscape mirrors its inner contrasts, its stormy sea coast and stark mountains existing side by side with sheltered, forested valleys.

The town of Derry is an SRZ under the jurisdiction of the TRC and the army, and entry remains sharply restricted. Within the city, a localized war zone exists between the Republican Bogside area and the Waterside ghetto from which human Protestant terrorists strike at Bogside. The rest of Derry has benefited in an odd way from the Troubles; years of economic investment in the region to undercut support for the rebels has given Derry town and the rest of the county vital industries, especially in new technology. Unfortunately, the continual battle against terrorist action from the URF and others has left its mark on Derry's people. Despite the legacy of oppression and the public image of turmoil, however, 95 percent of Derry's Protestants and Republicans get along perfectly well from day to day. However, among the aberrant five percent are numbered some of the most violent terrorists and street criminals in the Tir.

COUNTY DONEGAL

Deriving its name from *Dun na nGall*, fort of the foreigner, Donegal looks like all of Ireland compressed into a single county. In the Gaeltacht to the west live Gaelic speakers, among mountains, heathery moors, and boglands. Inland lie rich farmland and pastures dotted with picturesque small towns. Donegal also boasts a stunningly lovely coastline, from the sweep of Donegal Bay and the steep cliffs of Slieve League, to the intricate pattern of inlets that leads to Bloody Foreland and the northern peninsula of Inishowen.

Although historically part of Ulster, Donegal has always stood independent of allegiances from other counties of Northern Ireland. Its politicians have a long history of shaking up traditional party politics, and Donegal's people retain this individuality. Even today, Donegal's ruling O'Neill and MacDonnell families still enjoy a certain amount of independence.

>>>>>[Away and shite, Niall O'Connor! You well know that your own father is fighting a long-standing feud with Padraig MacDonnell over double-dealings in the Council of Stewards concerning Donegal's independent development. Like father, like son, you damnable hypocrite.]<<<<<

—GM (00:40:31/4-AUG-54)

COUNTY DOWN

The mountains of Mourne are County Down's most famous natural feature, and the city of Belfast its most infamous human construction. The coastline sports three spectacular loughs at Carlingford, Strangford, and Belfast, and attracts more than a few tourists from Dublin despite the area's potential dangers. Save for the resort of Bangor, the seaside is rarely overcrowded. Inland, County Down has kilometers of fertile farmland, though recent investment aimed at stemming the economic causes of the Troubles has begun to attract industry to the region.

COUNTY FERMANAGH

Fermanagh is a land of lakes, surrounded by limestone mountains and peppered with drumlin islands. Almost a third of the county lies under water, with the two Lough Ernes slicing the county in half and the two Lough MacNeans spanning long stretches high in the western mountains. Such a landscape has kept Fermanagh sparsely settled, and visitors remain few and far between. For those adventurous enough to brave the deep waters and high crags, the combination of wild landscape and prehistoric sites makes the county an ideal place in which to lose or find oneself.

>>>>>[Lovely ol' Fermanagh also has a decidedly unhealthy collection of hostile critters. Fomorians prowl the wilder areas, and some very dangerous denizens live in the rivers and loughs. As well as the usual each-uisge and spitting pikes, a few burrowing beavers escaped from some idiot's home zoo and set up housekeeping in the great outdoors. Oh, and I wouldn't go messing with the freshwater serpents around here, either.]<<<<<

—Griswold (16:12:55/5-AUG-54)

COUNTY TYRONE

The heart of Ulster, Tyrone is named after Eoghan (pronounced Owen), son of King Niall of the Nine Hostages, founder of the ruling O'Neill family. Of the seven Ulster counties, Tyrone has the smallest population. To the north, the high and lonely Sperrin Mountains beckon to gold prospectors. As one heads south, the hills slope downward into stark moorland; only in the southeast have the forests grown again.

Tyrone's people are known for their talent with music and language, both spoken and written. The county town of Omagh has a large bardic school that teaches traditional music and poetry, and also encourages new works. The school has a reputation for pushing the edge of the Tir cultural laws, and seems to be breeding a generation of so-called "angry young men." Prominent among these is the much-feted Ginsberg Collective, a group of agit-prop, dwarf social activists whose apocalyptic poetry follows the traditional *Sneadhbhairadne* form.

NOTABLE SITES

The following Ulster sites appear in alphabetical order, with the name of the county in which each site is located in parentheses.

Ballycastle (Antrim)

The small resort town of Ballycastle includes a beach, on which stands the rock called the Carrig-Usnach. According to legend, the rock marks the spot where the beautiful Deirdre of the Sorrows landed with the sons of Uisneach, whom her treacherous foster father King Conor lured to their deaths. Local legend also claims that the Children of Lir spent much of their imprisonment in swan form in this area. The Old Lammas Fair held at the end of August continues to attract visitors; at night, harpers lead the people on a merry, wild dance through the streets of the town.

>>>>>[Ballykelly (Londonderry): A hotbed of Protestant resistance, look for Ballykelly to become the next SRZ unless the nearby Army base keeps a lid on matters.]<<<<<

—Moleman (05:01:38/6-AUG-54)

Beaghmore (Tyrone)

The standing stones of Beaghmore are intricately aligned around a northeast axis that points to the sunrise on midsummers' day. For several years, human scholars believed the stones were an astronomical clock.

>>>>>[Poor little firbolgs; they hadn't heard of power foci back in the Second Dark Age of the last century, had they?]<<<<<

—CDF (03:41:40/7-AUG-54)

Benaughlin (Fermanagh)

Called Peak of the Horse in English, the name stems from the carved image of a white horse recently recut into the limestone at the foot of the eastern cliff after a century of neglect. A thriving community of druids who claim the horse as their totem live in the area, welcoming many young human initiates.

Boa Island (Fermanagh)

The largest of the islands in the vast Lough Erne takes its name from Badhba, Ulster's ancient war goddess. Tradition claims that druids continued to worship on the island long after Christianity arrived in Ireland, and a community of non-elven druids that allegedly includes a handful of troll initiates has recently founded a settlement. In the old cemetery at the end of the island stands a peculiar, two-faced figure of unknown origin.

Carrickfergus Castle (Antrim)

The oldest recorded town in Ulster, Carrickfergus was once ruled by the kings of Dalriada, whose territory covered parts of Scotland as well as Northern Ireland. In the 12th century, the Norman noble John de Courcy built the castle that dominates the town. Seamus Clatha McGuiness and his McGuiness clan live in the castle nowadays and continue to hold the medieval-era Lughnasad fair and musical celebration on its grounds.

Castle Caldwell (Fermanagh)

Situated on a wooded peninsula that juts into Lough Erne, this ruined building is undergoing restoration by elves of the Duffy family.

>>>>>[They're quare gegs and no mistaking. This part of the family's got a long history of insanity, and the elven members include a few albinos said to have the strength of the damned in their thin, feeble-looking bodies. Half of 'em have cyberware

hanging off them like Christmas streamers, not the usual among Tir elves given their views on sacred essence and suchlike. I'd be after thinking some seriously weird decking's going on in Castle Caldwell. Young Dubhaltach and Caitlin, the twins, they're the ones to watch. Crazy, to be sure, but they have some truly awesome kind of power coursing in their veins.]<<<<<

—Sinèad F (04:52:15/8-AUG-54)

Devenish Island (Fermanagh)

Though many find it hard to credit, human legend links several Biblical characters with this part of Ulster. The prophet Jeremiah's grave supposedly lies in Lough Erne, an unlikely conceit to say the least. Even less likely is the tale that Noah's grandson Beith landed in Ireland with an ark full of beautiful women, and settled on Devenish. The pre-Christian stones that litter the island mark it as a site of power, but oddly enough no Danaan elves have taken up residence or visited there.

Donegal Castle (Donegal)

Dominating the town of Donegal, this square-towered and turreted castle belongs to the O'Donnell family, who have lived in it sporadically ever since completing its construction in the 16th century.

>>>>>[Beware young Seamus O'Donnell. He's a cruel and evil thing, born with a twisted spine that the best medicine in the Tir couldn't correct. Believe you me, he's got a soul as warped as his body. His eyes are always bloodshot, and the fires of Hell seem to burn within them. Much to my regret, I can say that from personal experience. The castle has extensive dungeons, and an awful lot of people have gone missing in the area. Makes me think someone should investigate, but I'd rather it was someone I didn't care about, if you get my drift.]<<<<<

—Sinèad F (05:00:13/8-AUG-54)

Doe Castle (Donegal)

This castle near the town of Carrigart was originally occupied by the MacSwineys, Scots mercenaries invited to Ulster by the MacDonnells to assist them in a feud against the O'Neills. Today, it belongs to a cousin of the MacDonnell clan.

Dunclana Mourna (Antrim)

Legend has it that at Dunclana Mourna, beneath the sharp cliffs of Lurigethan, Finn MacCuill and his son the poet Oisin made their home. No trace remains of them save a low mound, recently marked with a stone.

Dunseverick Castle (Antrim)

Perched high above one end of the Giant's Causeway, Dunseverick once served as the capital of the kingdom of Dalriada, and the terminus of one of the five great roads that led from Tara. In the years since the Awakening, the ancient roadway has re-emerged from the land. Hoping to make it the new capital of the northern Tir, the O'Neill family are rebuilding Dunseverick.

Fiddlestone (Fermanagh)

Fiddlers from across the Tir arrive in this little village in late June every year, to play at the Fiddlestone Festival in honor of a notable 18th-century fiddler. Supposedly, his ghost plays for those he favours. Legend has it that the ghost can teach great skill in a player's chosen instrument, but only for a price.

Giant's Causeway (Antrim)

The most spectacular site in all of the Tir, this massive platform of hexagonally-shaped basalt columns and eroded chalk arches has exited for millions of years. The area continues to attract tourists drawn by the striking rock formations. Among the more serious visitors, druids and mages come to find solitude in the sea-facing caves or to perform communal rituals among the columns at dawn and dusk. Many tales of the Causeway claim that Finn MacCuill built it; whatever the truth, something of his power remains at the site.

>>>>>[One should add that since the Awakening, the Causeway has actually grown; many new sections have emerged from the sea, and the whole Causeway is higher as if the Awakening had somehow reversed millennia of erosion. I would be interested to know if the same is happening where the basalt shelf emerges from the sea at the other side of the channel, at Mull in Scotland.]<<<<<

—R O'Brady (23:50:14/10-AUG-54)

>>>>>[Surely this must be so, even though the *daoineann draoidheil* has not been sighted in Scotland as yet. Do not even think about playing with the forces locked in the Causeway unless you are a master of your art. They will destroy you in the wink of an eye.]<<<<<

—Magister (00:11:12/11-AUG-54)

Giant's Ring (Down)

Lying amid houses and fields six kilometers south of Belfast, the Ring is an immense, grassy embankment enclosing a chambered grave. Local humans have disrupted several recent attempts to recreate the rituals probably performed at this site, though they used no violence.

>>>>>[As yet.]<<<<<

—Paisleyman (04:17:12/12-AUG-54)

Glenaan (Antrim)

The desolate stone circle at Glenaan marks the grave of the poet Oisin, son of Finn MacCuill. Mages and druids from the Duffy family protect the sacred site from intrusion.

Glenarm Castle (Antrim)

The MacDonnells, hereditary Earls of Antrim, have lived at Glenarm since before recorded history. In previous centuries, the MacDonnells have fought off numberless land claims and power grabs from the O'Neills; though they lack a cause for current differences, some family members on both sides prefer to continue the disputes.

The Grianan of Aileach (Donegal)

The Grianan is an ancient stone hill fort set on three concentric ramparts. The seat of power of the O'Neill kings for centuries, much of the hill fort was destroyed in 1101. Local legend claims that the heroes of the O'Neills sleep beneath the hill, to awake when the land should need them.

>>>>>[Hanging Rock (Fermanagh): The limestone caves beneath Hanging Rock have yet to be fully explored. According to local tales, inhuman creatures dwell in the furthest reaches of the underground warren. As yet, however, no reliable reports exist of unusual paranatural beings in the area. The Marble Arch Show Caves at one end of the cave system continue to run tourist trails and boat trips into the most accessible caverns without hindrance.]<<<<<

—R O'Connor (00:47:30/13-AUG-54)

>>>>>[Just be careful letting your daughters go there for a picnic.]<<<<<

—Cleasaiche (01:27:16/13-AUG-54)

>>>>>[Kilroot (Antrim): At the tiny ruined church in the village of Kilroot, Dean Jonathan Swift began his clerical life. Every year on April 1st, the massed crazies of the Baby Eaters gather to celebrate their hero.]<<<<<

—Gully (17:50:38/13-AUG-54)

Knockmany (Tyrone)

Amid the new forest that covers Knockmany Hill sits the cairn of Aine, Queen of Oriel. Within it lies a passage grave decorated with carved concentric circles and other designs, similar to those found in the great earthworks of the Boyne Valley in Meath. The nearby village of Clogher is built around a grassy mound known as Ramore, once the site of the palace of the kings of Oriel.

Shane's Castle (Antrim)

The ancestral home of the O'Neills of Clandeboye, this small castle has a sculptured head high in the south wall of the tower. Known as the Black Head of the O'Neills, it serves as a family talisman. Legend has it that if anything happens to the head, the O'Neill family line will come to an end.

>>>>>[They take that prophecy *very* seriously. Get within a mile of the place, and you'll be up to your arse in watchers.]<<<<<

—Mulligan (18:11:19/13-AUG-54)

Tullaghoe Rath (Tyrone)

At this hill south of Cookstown, the O'Neill chieftains of Tyrone once were crowned. In 1595, British Lord Deputy Mountjoy smashed the great stone throne, so that no more might claim kingship. The O'Neill family has recently reclaimed Loughry House, the mansion at the foot of Tullaghoe.

White Island (Fermanagh)

The ruined church on this island has eight statues lined up in a row against its wall, famous for their eerie countenances. Six depict Christian figures, the seventh is unfinished, and the eighth is a sheila-na-gig. So far, scholars remain divided on the statues' origin.

NATIONAL PARKLANDS

The Tir has numerous national parklands, including nature reserves and forest preserves. The government bans industrial exploitation of the forest sites;, and tightly regulates other commercial use of them often, they are a source of important herbs, plant-based drugs, and the like. A few national parks are sacred to the elves because they contain ancestral burial sites (see **Cairn Lines**, following). Foreigners and most Tir citizens may not enter such sacred areas without an appropriate permit; those who do face prosecution for trespassing. Most sites are administered by elven or non-elven druids, and occasionally by Tir corporations engaged in exploring or using certain parkland resources. I list the most important national parklands below.

CONNEMARA NATIONAL PARK

Visitors come to this tourist haunt in County Mayo to see the famed Connemara ponies high-stepping it in the light woodlands. The little town of Lettefrack, the park's main source of accommodations, includes a Quaker community whose members create some of the loveliest art souvenirs available in the west country.

GLENARIFF FOREST PARK

The government recently declared this area in County Antrim out of bounds. Officially, the TRC are engaged in hunting down Protestant paramilitaries training in the woodlands. However, rumours hint at an outbreak of a viral disease among forest animals that is apparently communicable to humans. The TRC patrols the perimeter heavily, and surveillance is tight.

>>>>>[Think how bad it must be if the government uses terrorism as a cover story! I hear it's a hundred times worse than the Black Death in the California parks, and how many people know the details of that?]<<<<<

—Leech (16:22:43/16-AUG-54)

GLENVEAGH NATIONAL PARK

Administered by Gaelic-speaking locals, County Donegal's Glenveagh National Park also incorporates Ards Forest Park, a wild and beautiful woodland. The Derryveagh Mountains that make up the rest of Glenveagh are dangerous, and not much frequented by tourists. Aggressive paranimals roam the slopes; younger Danaan elves occasionally hunt them and most return in urgent need of reparative surgery. Elven scholars continue to speculate on the reasons for this region's high Awakening rate, but none have reached consensus. The military practices careful culling of the more hostile creatures, to keep them from raiding the court cairns in the territories along Donegal Bay.

JOHN F. KENNEDY MEMORIAL PARK

Sprawling over 800 acres and squabbled over by the counties of Waterford and Wexford for its tourist revenue, this park overlooks the Kennedy ancestral home at Dunganstown. The original arboretum and site at Slieve Coillte Hill have gotten lost in a tasteless cross between Eurodisney and a gigantic genealogy exhibition. Irish émigrés from all over the world come to combine ancestor-hunting with entertainment and to marvel at the eternal myth of America's golden boy. In recent decades, UCAS and CAS politicians with no more than a drop of Irish blood in their veins have made a point of traveling to JFK Memorial, often just before important elections, to pay their respects and draw the Irish-American vote.

LOUGH KEY FOREST PARK

Though Lough Key Forest in County Sligo is administered by druids, the SES corporation owns the site and uses it as a research base. Given the commercial value of the organic resources developed at Lough Key, security is extremely high. Lush and beautiful, the park abounds with rhododendrons, azaleas, and countless peat-loving plants and shrubs.

>>>>>[Good for poaching deer too; yum, yum.]<<<<<
—Gorb Monster (15:53:10/17-AUG-54)

TOLLYMORE/CASTLEWELLAN FOREST PARKS

This stunningly beautiful area of County Down is dominated by the glorious Mountains of Mourne. Anyone with a soul must visit this grand, rugged land.

>>>>>[A few free spirits are doing some interesting stuff in isolated places around Tollymore.]<<<<<
—Moleman (21:13:03/17-AUG-54)

>>>>>[Yes? And?]<<<<<
—Cleasaiche (01:12:21/18-AUG-54)

>>>>>[Hmmph.]<<<<<
—Cleasaiche (03:00:15/21-AUG-54)

TÍR MAGICAL PHENOMENA

Ever since the Awakening, the magic dormant in the Irish landscape has grown with every passing year. Three major phenomena connect the Tír's magic to the land: cairn lines, the magical "storms" called *daoineann draoidheil*, and the ancient *slighe* roads.

CAIRN LINES

Research into the cairn lines of the Tír remains ongoing, sometimes hindered rather than helped by certain Tír hermetics who prefer to keep their discoveries secret. Nonetheless, intensive magical research has produced a body of common knowledge about the cairn line network.

Analogous to the better-known ley lines of Britain, cairn lines are pathways of magical force that cut across the land, connecting ancient burial sites that have become power loci since the Awakening. Even by the end of the 20th century, relatively few cairns had been excavated, leaving their magical energies undisturbed and undiluted by treasure-hunters, archaeologists, or other careless humans.

Elves revere four types of ancient cairns as sacred sites: court cairns, portal tombs, wedge tombs, and passage tombs. Their sacredness comes from the power they hold, granted to them in elven belief by the mythic symbolism attached to them and occasionally by the presence of elven remains. Some sites have long-standing associations with legendary heroes and even gods of the past, whose symbology connects them to what most elves see as uniquely elven spiritual power. At many sites, especially the passage-tombs and some of the portal tombs, many elves believe that the mortal remains of their bodies from distant, past lives lie deep in the ground. Tír elves also revere those noble and kingly humans from Ireland's legend and history who carried elven metagenes in the centuries between the mana-rich ages; despite their humanness, most elves regard them as ancestors of a sort. Ancestral figures, myths, and the magical transformations of the land all flow together across the cairn lines to enrich elven spirits and give them access to the magic that is their birthright.

Court Cairns

These oval, coffin-shaped, or trapezoidal mounds have a forecourt at one end leading into a long, narrow, often subdivided burial chamber. At least 400 are known to exist in the Tír, and approximately a fifth of them have definite magical power.

Portal Tombs

A portal tomb consists of a number of upright stones covered by one or two capstones, sometimes within an earthen mound. Portal tombs are sometimes also called dolmens; however, the term "dolmen" also refers to any type of cairn. Two hundred or so portal tombs exist in the Tír.

Wedge Tombs

These rectangular graves are roofed with large stones and covered in earth, creating a long, wedge-shaped mound. The ceiling of the burial chamber tends to be higher at the tomb's front. At least 440 wedge tombs have been identified across the Tír.

Passage Tombs

These round grave mounds, particularly revered by many elves, have a burial chamber at the center. To date, researchers have identified at least 360 sites.

Power Lines

The strongest of the Tír cairn lines follows an irregular route from Knocknearea in County Sligo, through Keshcoran and Carnfree to Loughcrew and the huge Newgrange burial complex in County Meath. From Newgrange, the line of power meanders southward to the Motte Stone and the Browne's Hill Dolmen. In addition to the Knocknarea–Newgrange line, many other cairn lines lie scat-

tered around the Tír, some only a few kilometers long. Unlike British ley lines, the cairn lines are not straight; often, they link different tombs in an irregular pattern, creating a spiderweb of mana radiating in many directions.

Newgrange

Lying in the curve of the River Boyne, the Newgrange complex includes the tombs at Knowth and Dowth, each lying within a mile or so of the central site, Knowth to the west and Dowth to the east. This huge complex of passage tombs, famous even before the Awakening, has proven even more extensive than once thought. Most elves believe that 500 or more of their ancient elven forebears lie buried below the mounds, and consider Newgrange the most sacred site in the Tír. Archaeologists have retrieved many Celtic artifacts such as mace heads, torcs, lamellar jewelry, and so on from the burial sites, and the tombstones themselves bear intricate decorations. The long-ago builders of Newgrange carved out stone basins, etched stylized human faces on the rocks, and decorated entrance stones with Celtic patterns.

The unusual construction of Newgrange's central tomb allows the sun's rays to enter its deepest recesses through a tiny opening above the tomb's doorway, at approximately 9 a.m. for a few days before and after the winter solstice. Followers of the Path of the Warrior congregate at Newgrange to welcome the winter solstice sun, standing in the dark, central chamber to await the few, fleeting minutes of sunlight.

Like other magical sites around the Tír, Newgrange transformed during the Awakening. The quartz façade that protected the ancient site from erosion sloughed off to reveal a fully formed stone mound that merged with the ancient ruins, and the sigils and symbols inscribed on the new structure began to alter the etchings on the excavated stones. At Knowth, the stylized human faces transformed into unmistakably elven visages. Photographic evidence shows that the patterning of the stones continues to change, slowly but surely. As yet, however, no computer enhancements, projections, or simulations have revealed the final pattern. Reflecting its importance as a focus for immense magical power, Newgrange is closed to the public and heavily guarded, with many spirits in attendance.

DAOINEANN DRAOIDHEIL

This Gaelic term means "standing storms," and refers to intense, chaotic magical fluxes found at or near certain locations. One such storm exists along a 10-kilometer stretch of coastline to the east and west of the Giant's Causeway in County Antrim. The second runs along the northern shore of Dingle Bay, and the third along the southern shoreline of Donegal Bay. Current research suggests that the large numbers of particular kinds of cairns and tombs in these three locations may account for the chaotic magical energy patterns. The *daoineann draoidheil* may fluctuate both in strength and position; sometimes the storms string the coastline like a ribbon a few hundred meters wide, and other times they retreat out to sea. Depending on the movement of the storm, one may stand safely on a coastline one day, and the next find it crackling with tumultuous magical energies. The storms may also shift in size, covering wider or narrower areas. Only the most skilled and powerful mages can hope to work their own magic near these storms, much less control and use their wildly fluctuating energies without suffering grievous harm.

>>>>>[Keep away! These infernal storms do more than make magic difficult to use. You may well suffer a nasty magical backfire, or far worse drain than usual, or even have a combat spell focus detonate in your face. Any halfway-decent magician should be able to assense the limits of the storm area, and if you keep well away you should be safe even from its rapid fluctuations. On a final cautionary note, I've heard recent reports of tendrils of force darting out of really big storms a lot faster than usual. I hope they're not true.]<<<<<

—Magister (01:57:57/18-AUG-54)

SLIGHE ROADS

Though the regeneration of the Tír's peat bogs and forests is well documented, the re-emergence of the ancient *slighe* roads has only recently been recognized. According to the elven belief, the Romans who built most of these ancient roadways were subconsciously guided to follow lines of magical force that influenced those passing along them. Motorways and major roads built over them in the late 20th and early 21st centuries buried the *slighe* roads until the Awakening, when their magic began to revive.

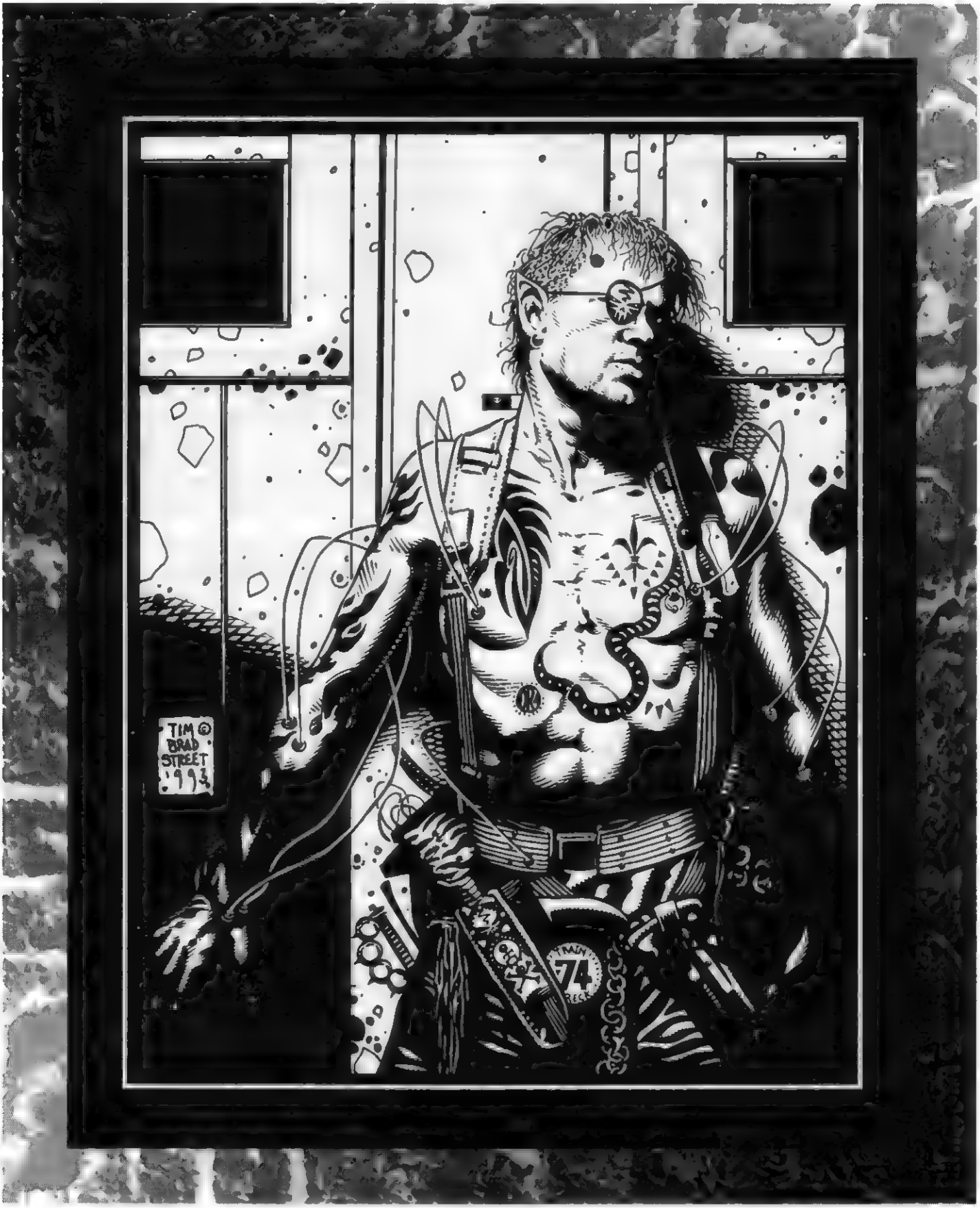
According to current report, vehicles pass along these old roads at a significantly faster rate than along comparable motorways and major roads elsewhere. Government-sponsored hermetic groups have only recently begun researching this fascinating phenomenon. For interested drivers, I append a map of the *slighe* roads at the end of these files.

>>>>>[Don't you believe the bit about helpful magical forces getting under your wheels. A friend of mine drove along the *slighe mhidhluachra* from Dundalk to Connor, and ended his journey with a splitting headache and near-double vision. Normally, he isn't prone to that kind of problem.]<<<<<

—Road Hog (02:16:32/18-AUG-54)

>>>>>[According to some reports, enemies of the Tír suffer such ill-effects whereas natives find the trip along the *slighe* road relaxing. Your Ulster-bound friend didn't happen to be traveling for the purpose of taking some rash action antithetical to the well-being of the elven Tír, by any chance?]<<<<<

—Analyzer (02:27:50/18-AUG-54)


TIM
BRADSTREET
1993

DUBLIN

Ah! Dear, dirty Dublin, a place where the ancient world meets the modern, where centuries of history and culture rub shoulders with the latest in everything. Known in Gaelic as *Baile Atha Cliath*, its abundance of ancient buildings and monuments, memorials and museums gives Dublin more history than any other city its size in the whole of Europe! Of course, Dublin itself is not a museum frozen in time. Modern developments compete with architecture from every period in the city's history. Dublin represents the essence of history, a living, breathing history being made every day. In the Tír's ancient capital, elves walk side by side with humans, nobles with peasants, artists with businessmen.

Dublin is crammed with culture, from high art to the simple pursuit of the Crack and a good pint of porter. The smart concert halls play the best traditional music you'll ever hear, while the backstreet bars and dancehalls may yet produce the next U2, Underage Zeros, or Hammer Party. Dublin's literary heritage is known worldwide from the traditional Sammy Beckett, Jimmy Joyce, and Billy Butler Yeats to the burgeoning high-elven sagas and epic poems that have captured the world's imagination in recent years.

>>>>>[Bejaysus, Niall, which tourist brochure did you eat for breakfast?]<<<<<
—Cooney (17:30:00/12-SEPT-54)

>>>>>[Never mind that! What's this "crack" stuff he's going on about?]
—Traveler (00:01:49/13-SEPT-54)

>>>>>[Nah, not old names for drugs. The Crack! Life itself! Excitement, spirit, living, drinking, partying, performing, the very stuff of the Tir! Mythmaking, tale-spinning, living inside history itself. Hell, the look in an Irishman's face as his pint of Guinness slowly turns from swirling white to midnight black before his eyes. The Crack. Got it? (And the Pogue Mahoney Collective wrote this file, not Niall.)]<<<<<

—Poguer (00:14:52/13-SEPT-54)

What's more, Dublin casts enough shadows for those who need them to be safe, if you catch my drift. Some claim that the sprawling chaos of Ulster shelters the only really free place in the Tir, and in some ways that is assuredly true; but Belfast and Derry are dark, savage places fought over by ruthless elves and men. The city of Dublin obscures its conflict, showing only the tension between the past and the future, between the need of those who govern to control the people and the facade of autonomy maintained for the benefit of tourists and businessmen. At Dublin's heart, the mass of workshops, studios, and galleries hides a bewildering network of groups and individuals producing some of the most radical thinking in the land. On the perimeter of the city center, caught between the tourists and the commuter belt, the rat warrens that are the last vestiges of the run-down, last-century estates serve to hide many secrets.

Though Dublin remains the seat of government and controls most governmental departments, still it is less carefully and directly regulated than many other places in the Tir. Because the TRC steps mercilessly on any hint of overt rebellion, Dublin's radicalism takes the form of art; performance, literature, music and poetry, true passion hidden in the folksy culture trotted out for the paying visitors. Subversive groups make their point through biting satire and cynicism rather than by bomb or bullet, making Dublin's rebellion a cultural treat that must be experienced. Dublin's population is overwhelmingly young—half younger than 25, and many more under 40. Perhaps because of this plethora of culture, Dublin is home to a disproportionate number of elves; or perhaps the culture is a result of the number of elves who make Dublin their home. But these elves don't always hold to the letter of their families' law, and the Tir's free education seems to transform many of them into freethinkers of the most imaginative sort.

>>>>>[Culture: the disgusting mould that grows on a rotting fruit.]<<<<<

—De Selby (23:00:01/14-SEPT-54)

>>>>>[Hey, duh last of duh great Oirish literati, to be sure, to be sure! I don't think so. Dozy twonk.]<<<<<

—Metal Mickey (03:33:09/15-SEPT-54)

>>>>>[De Selby knows how he knows it, but de Selby knows. Don't knock what you know not.]<<<<<

—Friday (17:08:53/15-SEPT-54)

>>>>>[Yeah, and lay off all of that "tick Paddy" owlip as well.]<<<<<

—Cooney (17:12:05/15-SEPT-54)

When you come to Dublin, for whatever reason, take a look beyond both the tourist trappings and the haphazard manner in which we Dubliners maintain our city. Let me tell you, there is plenty more to the place than initially meets the eye. Ignore what you may hear before you arrive, and prepare for the warm and inviting welcome most ordinary Dubliners will extend to you. Officialdom will do its level best to make life difficult for you, but the people themselves enjoy tourists. We are an inquisitive folk, and Irish hospitality remains as warm as it ever was. We still believe in the luck provided by good nuyen.

Be you welcome.

VITAL STATISTICS

Population: 532,000+
- **Annual Visitors:** 350,000+
- **Human:** 59%
- **Elf:** 33%
- **Dwarf:** 1%
- **Ork:** 4%
- **Troll:** 2%
- **Other:** 1%

Density in Populated Districts: 700+ per square mile
Per Capita Income: £61,000
Below Poverty Level: 24% (estimated)
Persons on Fortune's Active Traders List: 1%
Persons of Corporate Affiliation: 19%
Felonious Crime Rate: 4 per 1,000 per annum
Education:
- High School Equivalency: 47%
- College Equivalency: 24%
- Advanced Studies Certificates: 21%

Hospitals: 43 (including national specialists)

>>>>>[Official statistics usually hide the truth, unemployment and poverty level figures providing a classic example. Check out the employment laws, right? The government says that only 6 percent of Dublin's population is below the poverty level, but anyone who believes that is as thick as sewage. Treat these numbers with caution.]<<<<<

—Analyzer (23:11:17/15-SEPT-54)

LOCAL GOVERNMENT

In theory, Dublin is governed by a City Corporation comprised of 44 elected councilors, which in turn reports to the Leinster Assembly. In practice, however, neither body does more than administrate civic amenities. Real policymaking powers lie elsewhere, in the Tir's central government. Graeme Patrick Finnegan currently holds the seat of the Mayor of Dublin, and with his Fianna Fail compatriots holds the balance of power.

>>>>>[Finnegan Begin-again goes the old song, and how appropriate! His resignation would mean more to us than the winning of the Yeats Prize itself. He's not of the Danaan, you understand, but talk about an elf-friend! I would swear he keeps an account with the shop that sells false pointy ears, were they not outlawed, so I would.]<<<<<

—Friday (09:18:07/16-SEPT-54)

>>>>>[Finnegan spent his formative governmental years as a sniveling lackey for the Interior Ministry and is apparently an acolyte of O'Molloy, the current minister. Explains a good deal about Dublin City Corporation policies, does it not?]<<<<<

—Paper Chaser (19:09:12/16-SEPT-54)

Smaller Corporation groups administer different aspects of Dublin's civic government, including the Transport Committee, the Culture Committee, and so on. These committees report to the city council and the appropriate government department, though plainly, in most cases, they owe their allegiance to the latter.

Though many Tir government departments use Dublin as their address, most are located in sprawling complexes on the edge of the city. The Upper Merrion Street offices of the Government Information Services makes an exception by squatting in a black, slab-sided building that looks as if it would refuse to release information if it could.

A second exception stands just south of the River Liffey, close to the heart of the city. The 13th- to 18th-century jumble that makes up Dublin Castle has been reinstated as one of the president's official residences, used most often for entertaining visiting high-and-mighties, particularly the chiefs of the Danaan.

DUBLIN DISTRICTS

Our forefathers founded Dublin where the River Liffey met the sea, and those bodies of water still serve as the backbone of the capital. The river runs from west to east, dividing the center of the city into two regions of distinctly different character. The north-south axis is formed by Grafton and Westmoreland Streets south of the Liffey and O'Connell Street on the north and runs parallel to the gentle curve of Dublin Bay a few miles east. In all directions inland the land rises steadily to create a dramatic view, especially when approaching Dublin from the sea.

The south side showcases most of what is left of the old, genteel Dublin. Many of the region's famous buildings and squares, such as Trinity College and Fitzwilliam Square, still stand in good condition. Further west is Dublin Castle and St. Patrick's Cathedral, close on the turmoil of The Liberties and Dolphin's Barn, a pair of areas crammed with tiny shops and galleries and bustling with business. People in these areas live a bohemian lifestyle, all classes and occupations jumbled together. Beyond these areas lie the imposing buildings of the Guinness Brewery, Kilmainham Hospital, and the granite monolith of Kilmainham Jail. The southern limit of the south side is marked by the parallel curves of the South Ring Road and the Grand Canal.

Beyond the south side, the city becomes a series of neighbourhoods, with high-class residential areas scattered among scruffier parts of town. Each development has at least a park or two, becoming more numerous toward the rising ground at the southern and southwestern borders of the city.

The north side of the Liffey underwent heavy development at the turn of the century, but many areas in recent years have slid into seediness. To the west, the huge expanse of Phoenix Park gives way to a selection of well-preserved public buildings that front on streets full of shops and fast-food outlets. Further west still, these give way to commercial developments, then the warehouses that surround the ferry terminal. The twin curves of the North Circular Road and the DART track define the border of the north side.

North beyond Dublin proper the neighbourhoods once again make a checkerboard, high-class and lower-class all mixed together. However, the overall class of the neighbourhoods is lower than in the south, especially around the airport. Past the neighborhoods lie the scenic boundaries where the city gives way to the countryside, particularly beautiful along the coast on the way to Howth.

Dublin's various districts are each identified by a postal code. From the center of the city north, these increase by odd numbers; from the center south they increase by even numbers. To the far south the districts take the names of local communities, such as Blackrock and Glenageary.

>>>>>[NEIGHBOURHOODS

I gleaned the following security ratings from the Garda's Central Crime Registry. File dates put these numbers two years out of date. I've added the relevant Dublin Postal District for easy identification.

	Security Rating
NORTH SIDE	
Dublin 1 (Center): Various	AAA–D
Dublin 3	
(Phibsborough, Clontarf, Dollymount): Low Class	D
Dublin 5 (Artane, Rahenny): Low Class	C
Dublin 7 (Arbour Hill, Cabra): Luxury Class	AAA–A
Dublin 9 (Drumcondra, Santry): Middle Class	B–C
Dublin 11 (Ballygall, Fingias, Jamestown): Middle Class	B
Dublin 13 (Baily, Ballydoyle, Howth): Upper Class	A–C
Dublin 15 (Blanchardstown, Clonsilla): Middle Class	B
Dublin 17 (Balgriffin, Darndale): Middle–Low Class	C–E
SOUTH SIDE	
Dublin 2 (Center): Various	AA–C
Dublin 4	
(Donnybrook, Ballsbridge, Merrion): Middle Class	C
Dublin 6 (Inchicore, Rathmines, Rathgar): Low Class	B–C
Dublin 6w (Rossmores, Terenure): Upper Class	A–B
Dublin 8 (Dolphin's Barn, Islandbridge, Kilmainham): Middle Class	C–D
Dublin 10 (Ballyfermot): Low Class	E
Dublin 12 (Bluebell, Crumlin): Low Class	D–E
Dublin 14 (Dundrum, Roebuck): Middle Class	A–B
Dublin 16 (Cruagh, Ballinteer): Middle Class	B
Dublin 18 (Ballyogan, Foxrock, Shankill): Low Class	C
Dublin 20 (Chapelizod, Palmerstown): Upper Class	AA–B
Dublin 22 (Bawnogue): Low Class	D–E
Dublin 24 (Firhouse, Tallaght): Middle–Low Class	C
Blackrock: Middle Class	C
Glenageary: Low Class	D

Here's a few pertinent notes regarding crime in Dublin. Most visitors will encounter little crime for the simple reason that, for the most part, during the daytime Dubliners prefer to leave others in peace. If people don't look too out-of-place, they won't be hassled on the streets. Even orks and trolls no longer excite the kind of whispered curiosity that they used to, though humans of various descent, especially blacks, may encounter some naive attitudes. Most of this behaviour is a result of innocent curiosity rather than an attempt to give offence.

The worst crime most visitors should expect is the usual run of pickpockets and petty con men who prey on tourists the world over. However, be warned that Dublin is the car-theft capital of Europe; consider relying on public transport during your visit.

The only other real hazard tourists must anticipate and try to avoid is attracting the attentions of a particularly demonstrative performance artist or group. Be especially wary of the infamous Liptons. Of late, they have taken to waylaying unwary tourists and subjecting them to a selection of spontaneous "primordial outpourings," usually in the form of a barrage of howling and screeching that continues for hours as they follow their victims into shops, hotels, and other public destinations. Because the Liptons couch their "artistic" assaults within the terms of the cultural heritage laws, they remain outside the authority of the Garda, who are forced to restrict their response to detaining group members until the early hours of the morning.]<<<<<

—Paper Chaser (19:09:32/18-SEPT-54)

>>>>>[Sounds like a real barrel of laughs, neh?]<<<<<

—Metal Mickey (03:52:01/19-SEPT-54)

>>>>>[The proposed amendments to the Cultural Heritage Bill cannot be ratified soon enough. These people are nothing but degenerates, rubbing our noble arts in the gutter of their perverted souls.]<<<<<

—Cian Fear-Tèarmainn (03:52:47/19-SEPT-54)

>>>>>[You're talkin' my kinda language! When's the next show?]<<<<<

—Sinèad F (21:06:31/19-SEPT-54)

>>>>>[Just you be a-waiting until you are discovering which aspect of our corpse-raping, chillicabinet culture we will serve up through the platter media of our bodies for you gentles all so soon, so soon.]<<<<<

—Friday (23:55:51/19-SEPT-54)

>>>>>[?!?!?]<<<<<

—Metal Mickey (00:17:12/20-SEPT-54)

>>>>>[Indeed. Another eccentric that visitors should be wary of is Lord Cormac MacNamara, a misguided soul who is convinced he is the reincarnation of an ancient Celtic warrior. Lord M often gallops on horseback along Abbey Street hacking fiercely (and lethally) at what he believes to be enemy soldiers before making his getaway.

After dark on the main thoroughfares, and always off the beaten track, the atmosphere is subtly different. After the performance troupes take their witty subversions and their manifold glories (or otherwise) and go home, the streets become the province of the teen gangs. Like teen gangs the world over, the gangs infesting Dublin are obsessed with flashy foreign techno-

culture, thieving cars, and taking and defending territory, especially that which can only be acquired by use of a sharp knife.

In the central districts the teen gangs are educated and moneyed, usually comprised of the bored offspring of upper- or middle-class families. The most notorious of these gangs are the Dolphins, the Hothouse Weeds, the Execution, and the Rat-trappers. The latter gang enjoys great notoriety for their habit of dressing down until they look little better than tramps, then planting themselves in expensive restaurants and shops, where they proceed to spend so much that no one will ask them to leave, no matter how much they disgust the other patrons.

Out on the estates, far from the bright lights and the Liffey, the gangs play much rougher, getting into organized crime in addition to committing irregular street offences. Every low-class region supports a quota of splinter groups and alliances, whose names and affiliations change from week to week. Some of these gangs try to live according to a stated ideal, whether it be pro- or anti-metahuman, for or against authority, or a specific political persuasion. But most are simply bored kids who play deadly games.]<<<<<

—Paper Chaser (19:48:02/20-SEPT-54)

historical and cultural landmarks, covers little more than two square miles. Though visitors accustomed to driving everywhere they go may find this difficult to understand, the best way to get around the center is to walk.

>>>>>[Shite! They always say this in the guides. You try walking everywhere you want to go in Dublin for even a week, then decide whether it's a convenient method of sightseeing or a right pain in the feet. It's a damned slog, if you ask me. Take the tram.]<<<<<

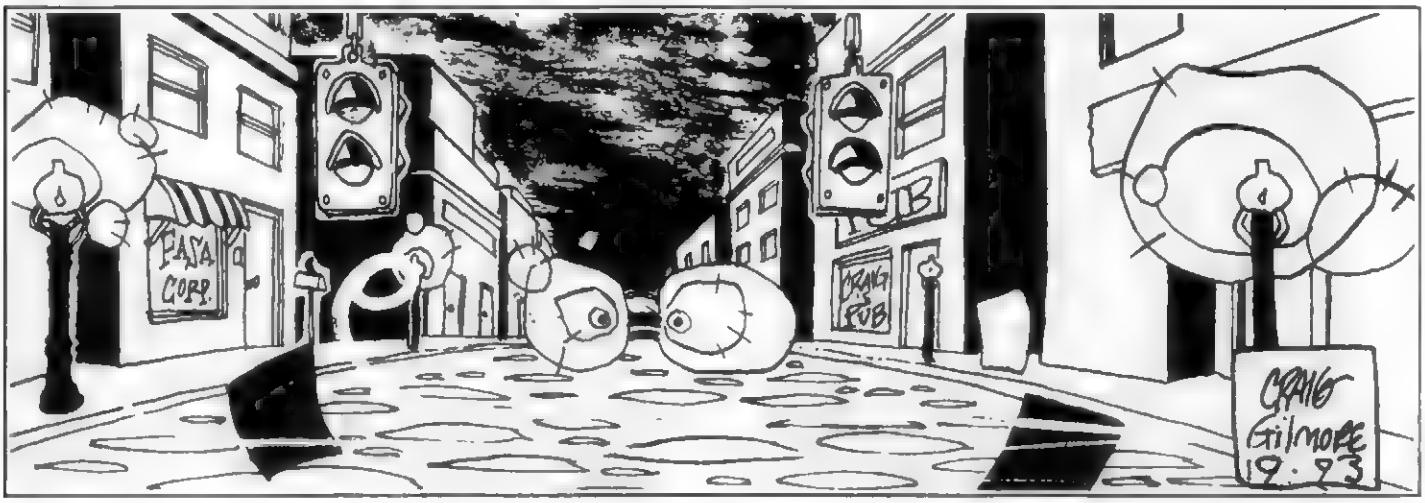
—Cooney (12:01:37/21-OCT-54)

>>>>>[Whoa, stress! Chiller out, fellow!]<<<<<

—Cleasaiche (03:17:52/22-OCT-54)

>>>>>[Since you asked, I like nothing better than a bicycle. Beware, though, for their molecules are a mite unstable, you understand, and before you know it you'll be joined together with your mount!]<<<<<

—De Selby (09:09:32/22-SEPT-54)



GETTING AROUND

Outside the capital, the main linking roads are wide and well maintained, making it easy to explore the Tír by car. However, the government forbids all private vehicles in the center of Dublin on both sides of the Liffey, and so visitors must use public transport. This policy has reduced congestion and pollution considerably in the city center, and encouraged the development of good public transport.

>>>>>[Not to mention radically increased the profits of the operators of same, specifically those cursed O'Tooles.]<<<<<

—Paper Chaser (19:57:51/20-SEPT-54)

Dublin's center is very compact. The central district, clustered around the River Liffey and containing most of the important

CAR

No private cars may enter the center of Dublin. The signs warning drivers off are a red-bordered square around a black car silhouette crossed by a red stripe. The Garda may confiscate the cars of drivers who disobey this law. Dublin tends to frown upon folk who insist on using private cars, and the exorbitant price of petrol (that's gasoline to seps) helps to keep down the number of drivers. Of course, plenty of folk insist on driving despite the expense, inconvenience, and social disapproval.

Parking is almost impossible around the edge of the city center, especially early in the morning when hordes of commuters pour in from the suburbs. As a last resort, park in the underground facility beneath Phoenix Park. The rates are a swingeing minimum of 7¥ for two hours, but if you must drive . . .

The Tír does not offer a grid system for finding your way around the city, but the vid-signal signposting system efficiently informs drivers of upcoming traffic snarls and other difficulties.

>>>>>[Yeah, yeah. Some spots have "difficulties" so often that you might as well plaster a sticker over the vid screen in your car that reads "All roads between Darnley St. and the North Circular are completely impassable. Go home, fool."]<<<<<

—Cleasaiche (03:49:02/24-SEPT-54)

>>>>>[If God had meant us to drive cars, he wouldn't have given us the bicycle.]<<<<<

—De Selby (10:10:23/24-SEPT-54)

The four main car-rental agencies have offices at the airport and the ferry terminal and at least one office each in the city center.

>>>>>[One thing: using the horn while driving is the worst kind of insult to the Irish. Save your honking for the worst of your fellow road users' infringements.]<<<<<

—M O'S (17:04:48/24-SEPT-54)

PUBLIC TRANSPORTATION

The best alternative to walking in the city center is to hop public transportation. Dublin offers many ways to get around within the city, on the outskirts, and throughout the Tir.

Tram and Bus

Dublin no longer uses petrol-powered buses or coaches to provide transportation in its center, having replaced these services with tram lines run by Bus Atha Cliath-Dublin (BACD). The trams offer convenient and frequent service, covering all the main streets on both sides of the river and running frequently in wide loops. Most routes run between 0600 and midnight, but those entering and leaving the center run 24 hours.

Tram riders must purchase a token card, which carries credit for a certain number of stops. Riders plug the token card into the fare machine at the start and end of every journey, and the machine automatically deducts the correct number of stops. A card good for 100 stops costs £3, and for 200 costs £5. Token cards are available throughout the city, and can be purchased at the BACD depot (BACD, Cork St., Dublin 8/LTG# 81-954622).

Buses run from the edge of the city center in all directions for about the same cost as the trams. The Central Bus Station on Store St., Dublin 4/LTG# 41-706540, provides bus riders with timetables, route maps, and fare cards. All offices of the TTB offer these services.

DART

The original Dublin Area Rapid Transport (DART) system runs in a huge, 23-mile curve around Dublin Bay, linking the north and south sides of the city. The transit system opened a second route in 2048 in the shape of a sharp, oval loop circling to the west around the city center. DART trains use fast, modern cars propelled by superconductors along ceramic rails. The trains run approximately every five minutes at peak periods, and every 15 minutes at all other times. The DART travels the full length of either route in only 30 minutes. The City section operates 24 hours a day, and the Bay DART operates from 0600 to midnight. The City DART joins the Bay line at Connolly Station and shares the same tracks at Tara Street, Pearse, and Lansdown Road before curving sharply away south of the city center. The Bay route runs from Howth Village in the north and continues as far south as Monkstown, Dun Laoghaire and the ferry terminals, and Bray. The Bay DART trains offer a fine view across Dublin Bay.

Traveling on the DART costs £1 per single journey, any distance; tickets for a day or week's unlimited travel cost £3 and £10 respectively. Tickets are available throughout the city., and can also be bought at the BACD office, which administers the DART.

Railway

In the city center and to the near northeast and southeast of the capital, the DART system has replaced railways as the favored form of transportation. For other destinations, the railway is essential, especially taking into account the cost of private car travel and the torture of finding a parking space. Iarnrod Éireann-Tir Rail (IETR) maintains the rail service and schedules trains on routes in every direction, both slow commuter services that stop at every station and intercity services linking Dublin with other cities and major towns.

The main stations for people arriving or departing Dublin are:

Connolly Station (Amien St., Dublin 1/LTG# 11-365418)—to and from the north, northwest, and east.

Heuston Station (Kingsbridge, Dublin 8/LTG# 82-263333)—to and from the west and south.

Taxi

Taxis are one of the few major exceptions to the No Cars rule (emergency vehicles are the other), but they do not cruise the streets in search of fares. Instead, they wait in ranks at central locations, such as outside the Flathail Hotel on Fitzwilliam Street, near the Olympia Theatre on Dame Street, and near all the main public transit stations. All cabs are licensed and closely regulated by the City Corporation, but crippling petrol and road tax prices make their fares swingeing high: a typical taxi ride costs nearly £4 per kilometer, plus tip. To ring a cab, key in LTG# 11-779988, 23-110110, or 41-442888.

VISITOR INFORMATION

Tourism in the Tir, as elsewhere in the country, is the exclusive province of the Tir Tourist Board. The TTB has its main Dublin headquarters at 14 Upper O'Connell Street, Dublin 1/LTG# 11-444000. Other branches serve the Dublin airport and the Dun Laoghaire ferry terminal. If you are willing to wait in line a bit, this is the best place to find the information you need. The TTB even operates a room-booking service, for a fee of £10, that allows you to reserve a room anywhere in the city without slogging from hotel to hotel.

Dublin has no PANICBUTTON service; in an emergency, simply ring 999 from any telecom. Whichever emergency service you require will respond immediately.

The city of Dublin provides two easy ways to find out what is going on around town. Visitors can tap into the TET (*Treuntas Éireann-Tir*) part of the Matrix to get the details of a hundred

different events at the speed of light. For those who like their info in black and white, the listings magazine *Go Dublin!* is published every Thursday and available throughout the city. *Go Dublin!* manages to cover almost everything, including festivals, films, concerts, clubs, sporting events, plays, street markets and anything else a visitor might want to check out.

>>>>>[For more up-to-date and—let's face it—less governmentally sanitized information, check out the posters plastered on walls and lampposts throughout the city. They never stay stuck for long, so keep your eyes peeled.]<<<<<

—Sinéad F (06:15:14/25-SEPT-54)

WEATHER

Like the weather everywhere else in the Tir, Dublin weather shows why the Irish have 50 different words for "raining." Only rarely are the County Dublin mountains snow-capped for more than a week at a time during the winter, and really harsh weather almost never hits the city. The city air is extremely clean by international standards because of the law against private vehicles in the city center.

>>>>>[See, at least in the Tir they let you breathe free.]<<<<<

—Timmy (17:05:00/25-SEPT-54)

>>>>>[Yeah, but you can be sure the blighters are watching keenly as you do it.]<<<<<

—Cooney (23:21:08/25-SEPT-54)

ACCOMMODATIONS

The following section recommends places to stay in Dublin, for all manner of people and all depths of pocket. For anyone reading this board, feel free to comment on or add to the establishments listed here.

Though easy to find in Dublin, accomodations tend to be expensive. The center of the city offers flophouses and coffin hotels, but all are overpriced and/or tatty; if you don't mind sharing your room, crash out at one of the many official or private hostels instead. The tourist office on Upper O'Connell Street lists everything available and can book a room for you from their office. Check the *treuntas* for listings, too.

The Angel House

Average Hotel Archetype/28 Anglesea Road, Ballsbridge, Dublin 4/Cullen Trehy, Manager/LTG# 42-638877

>>>>>[Glorious fake Celtic decor which draws the blow-ins like nobody's business. Horrid fake souvenirs all over the place. Plazzy plastic torcs to take home for your intellectually compromised children, eeeurrghhh. Cullen can buildrek the back legs off a donkey and needs almost no encouragement to launch into the tale of how his relatives fought the Brits in every battle since the year zero. Nice to find a place where they've replaced the fraggin' Gideon Bibles with the *Book of Invasions*, though, even if it is the state-authorized version.]<<<<<

—Bokin' Brian (23:56:14/25-SEPT-54)

Dublin International

Luxury Hotel Archetype/Dublin Airport/William O'Toole, Manager/LTG# 010-397211

>>>>>[Your standard, international-class businessman's luxury doss-house. However, you can at least be sure that everything works, the water is hot, and the food is pretty good. The mussels and prawns are fraggin' awe-inspiring.]<<<<<

—Gorb Monster (/01:17:32/26-SEPT-54)

>>>>>[Also the hotel with the most sophisticated TRC surveillance in the Tir. And guess what—it's owned by the O'-bloody-Tooles. Again!]<<<<<

—Paper Chaser (15:44:22/27-SEPT-54)

Flathall (Majestic)

Luxury Hotel Archetype/Fitzwilliam Street, Dublin 2/Roy O'Shaunessey, Manager/LTG# 24-761376

>>>>>[Not much more to say about this. It's an experience you shouldn't miss, even though your credstick surely would prefer to. Livery everywhere, more blarney than a barrel full of chancers, a decor best described as slowly degenerating regal, and service characterized by heroic incompetence. Yet I never knew anyone who regretted their stay in this unique hotel.]<<<<<

—Traveler (19:12:03/27-SEPT-54)

Jacob House

Cheap Hotel Archetype/2-5 Frenchman's Lane, Dublin 1/Worker's Cooperative Owned/LTG# 13-556323

>>>>>[Apparently used to be a wine warehouse, but now it's the best cheap hostel in the city, and situated right behind the Busarus bus station, besides. Jacob House offers dormitories and a selection of single and double rooms, and a small bar in the basement often presents live bands. The Jacob House crew are a strange, artistically inclined bunch, but they're very friendly and know most of what is going on around town.]<<<<<

—Tommy Mac (19:05:23/28-SEPT-54)

>>>>>[I heard that some of the Jacob House people have heavy dealings with illicit BTLs. Can anyone confirm?]<<<<<

—Dolke (22:56:06/28-SEPT-54)

>>>>>[Bollix. Everyone says that about people with hair over their shoulders. The Jacob House people are *nice* weirdoes, and not that stupid.]<<<<<

—Bokin' Brian (23:44:19/28-SEPT-54)

Leitrim Lodge

Cheap Hotel Archetype/38 Blessington St., Dublin 1/Tuam O'Donoghue, Owner/Bias Against Non-Elves/LTG# 12-827227

>>>>>[O'Donoghue runs this dilapidated hotel exclusively for elves and only puts up those he knows or who come recommended by his acquaintances. It's centrally located and cheap and

can be very noisy, but it's a must for elves on a budget—if you have the contacts. A fair number of students tend to hang out here, since it's cheap and friendly.]<<<<<

—Sinéad F (22:04:53/29-SEPT-54)

>>>>>[Who the hell does this pointy eared Johnny-come-mutant think he is? Blatant anti-human discrimination, that's what it is!]<<<<<

—Rabid (22:12:13/29-SEPT-54)

>>>>>[Gabh mo leithsceal, beag fear, but with humans like you around, what we need is less discrimination and more executions, thuigim?]<<<<<

—Finn (00:01:17/30-SEPT-54)

>>>>>[Ceart go leor!]<<<<<

—Anonymous (05:21:36/30-SEPT-54)

Mount Herbert Lodge

Average Hotel Archetype/Mount Herbert Road, Landsdowne Road, Dublin 4/Eden Casey, Owner/LTG# 41-500432

>>>>>[Shall we just say that if you have some kind of medical emergency you'd rather the state didn't know about, you could do worse than stuff large wads of currency into the hands of Mr. Casey or his estimable housekeeper Meg.]<<<<<

—Slater (13:15:00/1-OCT-54)

Residence

Cheap Hotel Archetype/ The Long Walk, Goatstown, Dublin 14/ William Gonagall, Owner/LTG #42-140300

>>>>>[OK, this is where you end up if you find capsule or coffin hotels just too embarrassingly upmarket. Alcoholic poets, burned-out buskers, and general losers and wasters on social benefits make up 90 percent of the clientele. This place is as cheap as you get. The hotel doesn't provide a food service, unless you count catching the roaches or a nice juicy rat on your own initiative.]<<<<<

—Sinéad F (22:16:32/2-OCT-54)

>>>>>[On those occasions when certain individuals find it distinctly useful to *appear* to be hopeless wasters or losers, a few interesting commodity dealings take place here.]<<<<<

—Zeitguest (00:00:00/3-OCT-54)

Saxon Hotel

Average Hotel Archetype/2 Lower Baggott St., Dublin 2/ William Molloy, Manager/LTG# 22-123124

>>>>>[Very central, period hotel set in a Georgian terrace—you'd think it'd be a real tourist haven. In fact, the owners had a barney with the TTB a few years back over an unfavourable listing, and ever since then O'Connell Street hasn't sent many tourists their way. That's great news for everyone who does know about the place. In case you're curious, Molloy maintains several good contacts for, shall we say personal protection devices.]<<<<<

—Slaine (23:57:05/3-OCT-54)

ENTERTAINMENT

Because Dublin is such a large city, visitors can find all manner of entertainments laid on throughout the year. Of course, plenty of it has a traditional theme; the current fashion is to retell sagas reconstructed from ancient texts in supposedly traditional ways. Tournament evenings, where the young elven nobility test themselves against each other, are also popular at the moment. Dublin also supports other traditional entertainments, including museums, art galleries, and festivals.

For the adventurous soul, Dublin offers stranger fare. The city's reputation for distilling Irish eccentricity into its theater groups and guerrilla poets, whose styles range from subtle, witty parodies to sensory assaults on the audience or unsuspecting members of the public, sets it apart from the rest of the Tir. Many of these artists' acts are shortlived, for obvious reasons, while others have a long-standing tradition of subversion.

MUSEUMS

History enthusiasts can bury themselves in their vices in Dublin. The best way to get a feel for the true antiquity of the city is to take a guided tour. The TTB offices on Upper O'Connell Street arrange these tours every day; tourists may take in a particular site, a period of history, a section of the city, or recent elven developments, for example.

The major tourist sites do a brisk trade at all times, but many are well worth the effort required to see them, including Dublin Castle, the Presidential Palace in Phoenix Park, Trinity College with its massive collection of ancient artifacts, and Leinster House, where the Dail used to meet. A more thorough study of any subject can be made at any of the city's hundreds of museums. Among the most popular are the National Museum of Ireland, the National Library (both on Kildare Street, Dublin 2), and the Civic Museum (South William Street, Dublin 2).

>>>>>[The imposition of the cultural heritage guidelines forced many museums to revise their collections accordingly, but some still maintain exhibits that the high and mighties consider unacceptable. You'll need good contacts to find out about them, and better ones to see these exhibits, but they exist.]<<<<<

—Cooney (23:47:08/4-OCT-54)

>>>>>[What are you saying? There are illegal MUSEUMS in Dublin? Jeez!]<<<<<

—Traveler (04:53:23/5-OCT-54)

Visitors often spend time in Dublin researching their family tree. Many of Dublin's museums offer useful resources for this type of inquiry, but the most logical first stop for anyone searching for their roots is the government-run Genealogy Bureau (2 Kildare Street, Dublin 2).

THEATERS

Those willing to sift through Dublin's artistic stewpot may turn up a variety of interesting and original shows. Some are little more than staged retellings of old ballads, complete with bard, pipes, and bodhrán. More persistent theatregoers can find fascinating fringe performances. But beware; the current trend toward savage audience participation and confrontation, particularly among several young elven theater groups, may upset the unprepared. One well-known group, the Children of Mac Lir, produces work that rails against the constraints of being different, perhaps superior, in today's Tír.

The Abbey Theatre (Lower Abbey Street, Dublin 1), the Olympia (Dame Street, Dublin 2), and the Gala (Nassau Street, Dublin 2) represent the mainstream theaters. They usually stage traditional works and only rarely mount a modern play or saga. Seats are expensive, and performances are booked up well in advance.

>>>>>[That's blarney of the highest order. You can buy tickets for almost any performance much nearer the date from any number of illegal touts and legal ticket booths. All they do is buy up the tickets well in advance of the performance to generate demand for a "sold out" show, then sell their stock of tickets at inflated prices.]<<<<<

—Paper Chaser (21:15:52/5-OCT-54)

The new Filid Center being built on House Quay will provide a permanent venue for studying and performing sagas. The Center is scheduled to open in spring of 2055.

>>>>>[One of the problems delaying the Filid's construction stems from the contractors' insistence that only elves work on the main sections of the project. This policy leaves humans and other metahumans to do only the dirtiest work, resulting in many labor disputes, strikes, and even sabotage.]<<<<<

—Paper Chaser (21:18:12/5-OCT-54)

The more radical theaters may have a small audience among traditional-theatre patrons, but routinely pack their houses with young people and those living alternative lifestyles. These kinds of folk are always in search of more demanding entertainment. The Gate (Cavendish Row, Parnell Square, Dublin 1), a bare, rectangular room in which some powerful works are staged, serves as one of the city's finest literary institutions. The Project (East Sussex Street, Dublin 2) is the base for the Children of Mac Lir, and consistently produces challenging theatre. At the An Damer (St. Stephen's Green, Dublin 2), performances are exclusively in Gaelic, and the Peacock (Lower Abbey Street, Dublin 1) recently reopened after the mass arrests which followed their less-than-respectful satire of the *Táin Bo Cualgne*.

>>>>>[What is all this nonsense? Who gives a tinker's cuss about theater, for frag's sake?]<<<<<

—Siobhan Snakehead (23:00:19/5-OCT-54)

>>>>>[In a land where the truth cannot be said plainly, it must be revealed through art.]<<<<<

—De Selby (23:22:17/5-OCT-54)

ART

Visitors looking for fine art will enjoy the National Gallery of Ireland (Merrion Square West, Dublin 2; world and Irish art), the Godolphin Gallery (Molesworth Place, Dublin 2; Irish and European art), the Hugh Lane Municipal Gallery (Parnell Square, Dublin 1; Irish and European art), and the RHA Gallagher Gallery (Ely Place, Dublin 2; modern art). Many smaller galleries throughout the center of Dublin also appeal to lovers of modern art. Currently under construction, the new Gallery Éireann should open later this year with a collection that showcases the finest in traditional and modern elven arts and artifacts.

>>>>>[Not if my fellows have any say in the matter, it won't.]<<<<<

—Paisleyman (02:14:16/6-OCT-54)

SPORT

The best-attended sporting events in Dublin remain Gaelic football and hurling. The national stadium at Landsdowne Park hosts the All-Ireland Finals in these games, a welcome change from many years' residence at the now semi-defunct Croke Park. Interest in football (soccer) and rugby surged some years back after the national sides did well internationally, but audiences dropped along with the fortunes of the teams.

These days, football and rugby share audiences with traditional Irish sports and tournaments staged at the newly constructed Ring of Macha on the outskirts of Dublin. Contestants in these tournaments pit themselves against opponents in tests of

strength and skill, handling and coursing animals, bardic contests (amateurs only), and so on.

Race meetings running horses or greyhounds still draw crowds of spectators. The main racing sites are Phoenix Park, Leopardstown, Harold's Cross; and Shelbourne Park.

>>>>>[In theory, the government strictly controls gambling through its licensed betting shops, the only legal place to make bets. These shops levy a high tax on winnings, especially since the option of paying tax on the stake rather than the winnings no longer exists. Backstreet pubs do a brisk business in illegal bets, as do the unsanctioned races and fights staged in outlying districts. The TRC illegal gambling squad keeps itself very busy these days.]<<<<<

—Paper Chaser (19:58:30/6-OCT-54)

>>>>>[The IG squad are nasty people, often preferring to discourage an illegal bookmaker by breaking all his fingers rather than suffering through anything as tedious and uncertain as a legal trial. And it's hardly unusual for illegal gambling to be a prime source of funding for one terrorist group or another, which is why the TRC rather than the everyday Garda mount this squad.]<<<<<

—Anonymous (05:17:51/7-OCT-54)

>>>>>[Sport of a more *physical* nature, shall I say, can be very easily had if one is discreet. Years of Catholic influence endowed Dublin with a large underground sex industry. Its profit margin has been affected by current, more liberal attitudes, but the industry still plies its trade in the big tourist hotels and around the larger public transit stations. Away from the center, especially in low-class neighbourhoods, such entertainment offers as much danger as pleasure: prospective clients should take appropriate precautions.]<<<<<

—Galway Bob (17:02:43/7-OCT-54)

FESTIVALS (FÉILLA)

Throughout the year, and especially during the summer, Dublin hosts a plethora of festivals and other outdoor events. From carnivals and musical presentations of all kinds to tournaments and more orthodox sporting events, these celebrations attract people from all over the world and from all classes of society. The festivals listed below represent Dublin's most famous yearly bashes. Note that festivals listed as taking place on a specific date may begin and end a few days to either side of that day.

January

1st week: Irish Traditional Crafts Fair, Ballsbridge Showground

4th week: Dublin Science Fair, Ballsbridge Showground

February

Feb. 2: Imbolc festivals

2nd–3rd weeks: Dublin New Film Festival, showcasing new Irish work; Fleadh Nua, traditional Irish dance competition

March

1st–2nd weeks: *Feis Ceoil*, festival of traditional Irish music

Mar. 17: St. Patrick's Day. Parades throughout the city, the Liberties street festival

Mar. 21: Alban Eiler, Etain festival

April

3rd Saturday: Irish Grand National horse race

All month: Spring Opera season, Dublin Grand Opera Society

May

May 1: Public Holiday, Beltane

1st–2nd weeks: Dublin Spring Show, agricultural and industrial fair at Ballsbridge Showground

4th week: Dublin Harpers Festival

All month: Grand Opera season

June

June 16: Bloomsday (James Joyce) celebrations, including parties, street readings, performances, and so on

June 21: Alban Heruin, Brigid festival

July

2nd week: Dun Laoghaire Summer Festival

July 18–27: Fleadh Cheoil na Éireann traditional music festival (different venue every year), Dublin in 2054

All month: Dublin regatta, boat races up the Liffey and across Dublin Bay

August

Aug. 1: Public Holiday (Lammas-tide/Lugnasad), featuring fairs and parties

1st Saturday: Air Spectacular at Baldonnel aerodrome

Aug. 1 through Hurling Final in Sept.: The O'Connor Tournament, with hundreds of competitions in various field and martial skills, sports, bardic arts, and so on; Carroll's International Open Golf Championship; Dublin Horse Show, Ballsbridge showground

September

2nd Saturday: All-Ireland Football Final

Sept. 21: Alban Elued, Ogma Festival

4th Saturday: All-Ireland Hurling Final

4th week: O'Carolan Harp and Music Festival

All month: Dublin Theatre Festival, performances at every venue and open air theatres extending into October; lively Fringe festival

October

Oct. 31: Public Holiday; Dublin Castle Tournament

All month: Dublin Film Festival (extends into November)

November

Nov. 2: Public Holiday; Samhain

1st–2nd weeks: Winter Horse Fair, Ballsbridge Showground

Various dates every year: Danaan Families Winter Hunt

December

1st–3rd weeks: Tir Crafts Festival
Dec. 21: Alban Arthuan, Cu Cuhulainn festival
Dec. 25: Public Holiday; Christmas Day
Dec. 26: Public Holiday
All month: Grand Opera International season

DUBLIN MEDIA

The Dublin media answers directly to the Arts and Culture Ministry's Government and Information Services department. Junior minister Kieran Fitzgerald heads that department for Dublin.

>>>>>[Ho, now there's a likely candidate for a good kick in the seat of his pants all right.]<<<<<
—Cooney (00:01:15/9-OCT-54)

>>>>>[How's that then?]<<<<<
—M O'S (0:11:21/9-OCT-54)

>>>>>[The minister of culture's interface with the media, which he controls, is non-existent, "except for looking for myself being mentioned," as he unwittingly revealed in a now-famous interview on the top-rated Jerry Mulligan chatshow "Midweek with Mulligan" two years ago. Mulligan himself fled to London in search of new work.]<<<<<
—Cooney (0:14:02/9-OCT-54)

>>>>>[Yeah, but be fair. Kieran has kept us from the horrors of "Name That Fruit!" and "What's Your Wife Worth?" and their poisonous ilk. I'd rather have four channels with something occasionally worth watching than 50 channels of complete drek like my UCAS cousins watch.]<<<<<
—Bokin' Brian (01:37:22/9-OCT-54)

BROADCASTING

As friend Niall O'Connor described in an earlier file, the government-controlled RTET corporation maintains administrative and production offices scattered around Dublin. Apart from standard national programming, Radio Dublin produces anodyne broadcasting noted for tedium and banality.

>>>>>[Dubliners can also pick up broadcasts from British stations and European satellite services, though these broadcasts currently lie in a legal gray area. Owing to a quirky high-court ruling made in 2048, possession of or selling equipment capable of receiving International broadcasts is not a criminal offence, but plugging in said equipment and operating it is. Not that this stops people from doing just that, of course.]<<<<<
—Paper Chaser (19:08:33/9-OCT-54)

>>>>>[Who can forget the recent challenge to the ban on operating such gear made by Hammer Party on their infamous FU-TV Tour, during which they projected what they claimed were satellite broadcasts from all around Europe for the entire length of their concerts. When the TRC closed down their fourth night at the MacCuill Stadium in Cork, the public set up a justified outcry, at least until the case came to court—whereupon it was revealed that the alleged satellite programs were created solely by the band and their associates, including the Lipton Group. Major back-down by the TRC, major embarrassment for the government. Yes!]<<<<<
—Tommy Mac (23:07:11/9-OCT-54)

>>>>>[Major sales of *Shannon Suicidal '53* for ShamRock Records and its major shareholders, *the O'Tooles*. Sucker!]<<<<<
—Paper Chaser (23:10:31/9-OCT-54)

LOCAL NEWSPAPERS

Dublin is a two-newspaper town even today, though neither publication bears much resemblance to the original newspaper by the same name.

Dublin Standard

The Standard is a daily paper covering national and local news. Its editorial policy takes its cue from big business; not surprising, seeing as it belongs to the publishing arm of the O'Toole empire.

Dublin Evening Press

A lowbrow tabloid, the Press' main editorial interest seems to be in attracting advertising from city retail businesses. Many features look like disguised advertisements, though its "What's On" section covers a wide range of topics.

>>>>>[Various underground broadsheets cover what the above-ground newspapers can't or won't. In Dublin, the best known is *Inflame*, a collectively produced newspaper dedicated to the performance underground. Its pages list and review the best of the dangerous drama and poetry troupes and provide a forum for discussing performances and troupes from all angles. Copies circulate among those in the know and are sometimes sold discreetly at fringe performances.]<<<<<
—Sinéad F (02:15:50/10-OCT-54)

>>>>>[Be reminded that *Inflame* directly contravenes the Tir's cultural heritage laws, and that possession of the same is an offence punishable by fine.]<<<<<
—Clan Fear-Tèarmainn (02:16:02/10-OCT-54)

PUBS AND CLUBS

The only place on Earth now to get a pure drink of Guinness, brewed, stored, and poured the way it was intended, is in a hole-in-the-wall bar in central Dublin. The world-famous drink, still brewed in the center of the city, tastes like nothing else on earth. Nowadays a body can also get a shot of the honey-sweetened, surprisingly potent drink called corma, not brewed in the Tir since ancient times, but corma is an acquired taste. Those without the constitution of an ox who still want a brew stronger than beer or ale should restrict themselves to Irish whiskey; on cold days, get it fortified with cloves and lemon.

>>>>>[And on days when you want a hospital stay, ask for a Scotch in an Irish pub.]<<<<<

—Cleasaiche (05:38:46/10-OCT-54)

>>>>>[Poteen, illicit home-brewed whiskey made from potatoes or grain, is rare these days even in the wilds of Connaught or Kerry. You'll not likely find any in Dublin.]<<<<<

—Mulligan (07:12:53/10-OCT-54)

Dublin has about 850 pubs, give or take a few, catering to all kinds of drinkers. The ancient stereotype of the Irish pub as a narrow room with a high bar hiding behind frosted windows is rapidly giving way to a plush, more tourist-friendly place where one can get food and entertainment along with one's pint. In any Irish pub, most people are friendly and hospitable. Outlanders should note, however, that according to long-standing tradition, each person involved in a conversation must buy a round of drinks for the whole group. In a Dublin pub, sociability can put severe strain on your credstick.

After years of short-lived, fast-buck operators and impossible entrance restrictions imposed by snobbish proprietors of upmarket places, Dublin has begun to develop a club scene worth the name. Thankfully, the practice of charging extortionate drink prices in lieu of an entry fee has also all but died out. Many clubs double as performance spaces and art galleries, changing their atmosphere according to which group is presenting what of an evening. Those out for a club crawl with no particular place in mind should take a walk along Leeson Street, where every other building seems to have its own basement club. Because so many places still come and go in the wink of an eye, the only way to keep up with the clubs or get up-to-date details on what's playing where is to keep an eye on the *treuntas*, *What's On*-style magazines, and newspaper supplements.

OPENING HOURS

In central Dublin, many pubs and bars stay open around the clock Monday through Saturday, saving short hours for Sunday. On the day of rest, they open at 12:30 and close at 11 p.m. Dedicated drinkers can find the 24-hour pub in fashionably run-down areas like the Liberties and Temple Bar, and tourist havens like Dawson and O'Connell Streets. Away from the city center, however, most pubs close before midnight on weekdays, and some even on weekends.

Clubs typically stay open from 8 p.m. until the wee hours of the morning. Upmarket establishments may close as early as 2 a.m., but others frequently stay open until dawn. To avoid falling afoul of the Tir's harsh laws against drinking and driving, evening-long imbibers should consider traveling on foot.

USEFUL ADDRESSES

The following pubs and clubs are only a few of dirty Dublin's finest. Many have fine drinking or music, and certain kinds of visitors should find these establishments useful for making contacts. For anyone after thinking that this list came up short, feel free to add your own favorite drinking spots.

Archer's

Night Club Archetype/14 Upper Leeson St., Dublin 2/Bias Against Non-elf Metahumans/Garry O'Sullivan, Manager/LTG# 24-665056

>>>>>[Your standard unfashionable Dublin nightclub, pleasant enough for a weeknight pint and a dance, but crawling with young men on the pull at the weekend. O'Sullivan, though, has plenty of useful connections.]<<<<<

—M O'S (17:07:43/11-OCT-54)

Bar Flanagan

Irish Pub Archetype/5 Eden Quay, Dublin 1/Seamus Flanagan, Owner/LTG# 11-161677

A bit schizoid, this place, but worth a visit anytime. Hit the place at lunchtime for truly wonderful and cheap food; seafood and potato dishes made with love by Seamus' wonderful missus, Anne. Most people drink good wine during the lunch hours, though pints of Guinness also abound. In late afternoon they clear out the food counter, and by evening it's a straight pub. Ask for wine after 3 or 4 p.m. and you get spat at. Glorious ceili bands play on Thursdays and Fridays, every blessed week. Get in by 7 p.m. or you won't even find standing room.

Bloduedd's

Night Club Archetype/19 Eden Quay, Dublin 1/ Bloduedd Williams, Owner/LTG #11-200250

Interesting place, chock-full of Welsh from across the Pond. They serve terrific beer, but odd food. Watch out for the crunchies at the bar; heaven only knows what they're made of.

>>>>>[The Japanese aren't the only ones who do interesting things with seaweed. The seafood and seaweed snacks are for grazing while you attend to the serious business of looking cool. Unless Mamma Nature gave you a spectacularly unfair advantage when she dished out your DNA, you won't pass muster without cosmetic surgery on those cheekbones. Irish-Welsh, like the man

said; pointy-eared persons locked in a mutual-admiration society with their Welsh cousins gather to discuss certain collaborative enterprises and fondle each other's Celtic roots (which *must* be blonde). Bloduedd has many friends in the Tir and among the more independent Welsh nobles. Not to mention a certain countess, but the bouncers have an ever-so-stylish, sculpted exoskeleton pretty bloody similar to a Cyberknight's.]<<<<<

—Maire (20:11:20/11-OCT-54)

Davy Byrne's

Irish Pub Archetype/21 Duke St., Dublin 2/Daniel O'Day, Owner/LTG# 21-767944

>>>>>[Famous because Leopold Bloom stopped here in James Joyce's *Ulysses*, the place retains a Joycean atmosphere. To steep yourself in Joyce, visit on Bloomsday, when numerous pilgrims stop here to recreate the book. On other days, it's just an atmospheric tourist place.]<<<<<

—Cooney (20:16:17/11-OCT-54)

EFG

Night Club Archetype/19 O'Connell St., Dublin 1/James Marsh, Manager/LTG# 12-110664

>>>>>[The fashion-impaired should hit this place for every imitation-Brit dance and musical style from ten years ago. The pathetic little darlings think London is so fraggin' *cool*, so they ape the garbage the Brits ripped off from the seps. Putrid and depressing doesn't begin to describe it. I mean, honey, you just *can't* smile in *here*.]<<<<<

—Maire (23:27:52/11-OCT-54)

>>>>>[Miaow! Get that girl a saucer of milk.]<<<<<

—O'Brien (11:05:00/12-OCT-54)

Howl

Night Club Archetype/17 Lower Edward Dame St., Dublin 2/ Tulla Shea, Manager/LTG# 22-442645

>>>>>[Less a nightclub than a hotbed of artistic revolution, Howl is the brainchild of an ex-member of the Children of Mac Lir. With plenty of money and not much else, he bought himself a space where he and his friends could go and kick back, relax, be themselves. Unfortunately, the place tends to fill up with drunken young elves whining about their parents, or earnestly discussing exactly what Jimmy Joyce meant by a certain phrase on page 904 of *Finnegan's Wake*.]<<<<<

—Cooney (06:21:01/12-OCT-54)

McDermott's

Bar Archetype/38 Poolbeg St., Dublin 3/Lynn Graham, Manager/LTG# 32-224560

Interesting, cosmopolitan place, decorated with sporting trophies won by Lynn's father Rory, who was a mean amateur boxer before he took up hurling and became a national hero. This place attracts people who know their culture, and so don't need to make a song and dance about it.

>>>>>[Eurofolk tend to hang around, so if you have or want connections to France or Spain or anywhere else the ferries crawl off to, buy a few strangers a few drinks. To keep people from getting nervy, keep a low profile to begin with.]<<<<<

—Esprit de Corpse (22:17:30/12-OCT-54)

Milligan's

Night Club Archetype/55 Meath St., Dublin 8/Sean Kay, Manager/LTG# 81-775777

>>>>>[A crowded and grungy dump in the heart of the Liberties, Milligan's is still the best place in town to look for the next wave in music. During the day, you can get a beer and watch the night's hopefuls rehearse in relative comfort, but come midnight the street kids pile in by the coach load.]<<<<<

—Maire (04:17:09/13-OCT-54)

>>>>>[You know what they say, girlie; if it's too loud, you're too old.]<<<<<

—Tommy Mac (04:19:05/13-OCT-54)

>>>>>[Or maybe too stupid in your case.]<<<<<

—Maire (04:19:34/13-OCT-54)

>>>>>[Children! Please! The TRC snoopers are trying to sleep.]<<<<<

—Cleasaiche (04:21:15/13-OCT-54)

Moon

Bar Archetype/1 Dame Court, Dublin 2/Des O'Toole, Owner/ LTG# 22-144388

>>>>>[Right, I know, it looks awful. Black everywhere, with the moon and stars painted in tacky daygio on the ceiling. Nonetheless, Moon's a good place to find a hermetic mage with a mercenary attitude toward using his skills. You could do a lot worse than this place.]<<<<<

—Maire (05:11:28/14-OCT-54)

>>>>>[Believe it or not, this place serves the best Aussie Barossa Shiraz Cabernet in all Ireland. It tastes like a velvet glove just stroked your throat inside and out, a touch so delicate that even the word *caress* is too gauche to describe it.]<<<<<

—Sybarite (05:29:11/14-OCT-54)

Nesbitt & Enfield's

Irish Pub Archetype/6 Lower Baggot St., Dublin 2/Seamus Nesbitt and Rory Enfield, Managers/ Bias Against Elves/ LTG# 22-656897

>>>>>[Two furry-voiced Irish dwarfs with non-Irish surnames run this amazing, off-the-wall pub, serving beer that can turn alert, intelligent men and women into zombies within a mere two pints.

Pointy-ears don't drop in here, and Seamus and Rory run bug scans every week. This place is a haven for dissident souls to hang out without being spied on. The regulars are no fools; it takes time to make friends. Once you do, though, they stay friends. Seamus and Rory like trolls and use them as bouncers; so if you're a dwarf or a troll, come to N & E to make contacts. Come to drink, or come to listen and talk, but don't try to do both at the same time unless you stay away from their beer.]<<<<<

—Bokin' Brian (22:15:41/14-OCT-54)

Rhythm Nation

Night Club Archetype/14 Abbey St. Middle, Dublin 1/Maria Bean, Manager/LTG# 12-344128

>>>>>[Darker-skinned folk are hardly thick on the ground in Dublin, but some of Liverpool's mixed black-Irish population who've emigrated back to the city over the past few decades hang out at this place. The decor abounds with bright colors: green, gold, cinnamon, and yellow. You need wits as sharp as a razor to keep up with their humour, sense of style, and cool. With the right face and style, you can make plenty of friends. Without it, don't bother. If you fit in, you can pick up work, contacts, exotic personal indulgences, whatever you want.]<<<<<

—Maire (23:15:07/15-OCT-54)

Savoy

Bar and Night Club Archetype/11 Queen St., Dublin 7/Neville Leary, Owner/LTG# 71-664303

>>>>>[A bi-level fun palace for rich young things. The more foppish of the Danaan elf-kiddies love this place, especially the numerous flock of O'Tooles. Such a fecund family . . .]<<<<<

—Maire (01:17:12/16-OCT-54)

Stag's Head

Bar Archetype/4 Tara St., Dublin 2/Stephen O'Malley, Manager/LTG# 22-113644

>>>>>[Rich, upper-crust, hunter's pub. All the elves on their country estates love to hunt wild boars with their wolfhounds, to be sure they do. The Stag's Head lets 'em dream of the country slaughter in the heart of the city. Best have a hefty cred balance and the right tweeds and tartans to get within spitting distance of this place.]<<<<<

—Mulligan (02:00:12/16-OCT-54)

RESTAURANTS

Dublin may never win acclaim as the gourmet capital of Europe, but for well-prepared, chemical-free food it gets my vote every time. The cheapest fast food places cluster around the main shopping streets, particularly O'Connell and Dawson, but with a few exceptions they are dreadful. Grab something in a nearby pub; it's just as fast, just as cheap, and tastes like something other than cardboard. For hungry folk willing to pay a little more, workers' cafes abound in the city center, especially in the administrative districts.

For the evening meal, Dublin has numberless restaurants, from the plush to the near-condemned. Around the edge of the Liberties, restaurant proprietors serve a greater variety of food rather than sticking to the traditional potato and stew-based recipes beloved by innocent tourists.

USEFUL ADDRESSES

Though not all of the following establishments are ideal places to eat, all may prove useful in one way or another. As always, readers should feel free to add comments and further recommendations.

Bananas

Mid-Size Restaurant Archetype/15-16 Crown Alley, Dublin 1/Stewart MacAllister, Manager/LTG# 11-707842

>>>>>[No one knows why this place has huge, plastic bananas hanging outside. The horrible things glow neon in the dark. Inside, however, it's a big, open eatery with lots of floor space and buzzing, happy clientele. The food is traditional Tir/Irish and delicious. At Bananas, it's easy to happen across someone you wanted to meet, if you take my meaning.]<<<<<

—Gorb Monster (19:13:19/17-OCT-54)

Byrd's

Small Restaurant Archetype/7 Johnson's Court, Grafton St., Dublin 2/Donald Byrd, Owner/LTG# 23-225376

>>>>>[Very arty-farty. Only those who know every work of Jimmy Joyce off by heart can even get through the door. Conversation runs along the following lines: "Are the metaphysics of nihilism more effectively portrayed in the symbolic representations of Joyce than in the concretizations of Beckett?" I want to boke all over the foetid scumbuckets who eat here and then rip their bowels out.]<<<<<

—Maire (23:16:11/17-OCT-54)

>>>>>[Either it's the wrong time of the month, or this girl is nastier than I thought.]<<<<<

—Cleasaiche (02:15:11/18-OCT-54)

The Captain's

Large Restaurant Archetype/47 Nassau St., Dublin 2/Ronnie O'Malley, Manager/LTG# 22-565700

>>>>>[This place demonstrates how to screw up perfectly good ingredients like the Tir's wonderful seafood in so-called "cooking." Smothering everything in thick, glutinous batter makes a good start; they follow up at The Captain's by frying it into submission in rancid animal fat. The only reason for anyone other than a gastro-masochist to come here is to find contacts among the Dublin orks who frequent this ghastly shitehole. If you want in to their underworld, you can find the right people here. Otherwise, stay at home and eat the sofa cushions; they're more nutritious than the Haddockbenders they serve in this dump.]<<<<<

—Maire (03:10:44/18-OCT-54)

>>>>>[Apart from the moon phase, I think she's right on this one.]<<<<<

—Cleasaiche (03:17:25/18-OCT-54)

El Mocambo

Mid-Size Restaurant Archetype/4 Merchant's Quay, Dublin 7/Stevie Smythe, Manager/LTG# 71-886776

>>>>>[A somewhat daring experiment in menus from around the world, this upmarket establishment is popular among young urban professionals. If you want to pick up a high-class corporate secretary, take your pick from this clientele.]<<<<<

—Bokin' Brian (19:12:29/18-OCT-54)

Fat Paddy's

Large Restaurant Archetype/8 Crown Alley, Dublin 2/Patrick Byrne, Manager/LTG# 22-343502

>>>>>[Porkout city. Trolls like this place; they consider it a good value. Need I say more?]<<<<<

—Bokin' Brian (20:17:04/18-OCT-54)

Monaghan's Grill

Mid-Size Restaurant Archetype/5 Oliver Bond St., Dublin 8/Tuam Devlin, Manager/LTG# 82-583242

>>>>>[A favored place for media slugs, both stars and hopefuls. Ply a few drinks around and you may hear things that the news services don't broadcast for fear of falling afoul of the authorities. Play it cool and listen more than you talk. If you do open your mouth, make sure to massage egos with it.]<<<<<

—Fondler (00:02:15/19-OCT-54)

The Old Liffey Steps

Small Restaurant Archetype/ 6a Inns Quay, Dublin 1/Siobhan Fitzallan, Manager/LTG# 11-162221

>>>>>[Interesting place, this. Run and frequented by Irish humans swept away by the romance of Our Beloved Elven Children, Keepers of Our Land, they check ID unless you're a regular. Humans can meet powerful people of their own kind with a few interesting things to say. And the chef does incredible things with venison.]<<<<<

—Gorb Monster (22:15:51/19-OCT-54)

>>>>>[Nah, that's just a wicked rumour. He's strictly a sheep man.]<<<<<

—Cleasaiche (00:12:52/20-OCT-54)

Woodward & Bean's

Small Restaurant Archetype/22 Patrick Nicholas St., Dublin 2/Alan Woodward, Owner/LTG# 22-606244

>>>>>[The artheads who hang around this place are the few who haven't sunk into chronic self-abuse or need constant ego-fondling. Men of letters in the truest sense of that expression, they prefer to eat in a quiet, unpretentious setting. To get the lowdown on what's happening in Connaught and in the bastions of Irish culture, just listen; provided you've got a decent-sized IQ and an attention span at least 1,000 times that of the average sep.]<<<<<

—Taranis (23:11:14/20-OCT-54)

>>>>>[Believe it or not, some of the Danaan elves who don't buy the headful of drek their elders and betters subscribe to spend time here. The food is excellent, and the waiter knows a pinot noir from a pissoir.]<<<<<

—Gorb Monster (23:37:51/20-OCT-54)

>>>>>[I have been here more than once and learned much.]<<<<<

—Niall O'Connor (24:38:45/21-OCT-54)

Zoviet

Mid-Size Restaurant Archetype/27 Marrowbone Lane, Dublin 8/Fergus Scanlon, Manager/No LTG#

>>>>>[A real anomaly. Stalinist chic serving gulag cuisine most days, but the red flags flutter around an eclectic clientele. The Mayday Feast is a glorious, 11-course extravaganza. Never in the history of human gastronomy have so many perished for so few. Fish, shellfish, duck, lamb, you name it, they eat it and the collective marches on.

Seriously, you can bump into almost anyone here if you're lucky. Everyone comes to Zoviet to get a load of sour dumplings and borscht from time to time.]<<<<<

—Maire (03:15:11/21-OCT-54)

SHOPPING

Dublin's freewheeling attitude pays dividends when it comes to shopping, allowing a far greater choice and range of goods than elsewhere in the Tir. Dublin even has a few branches of prominent British chain stores, including St. Michael's, John Brown's, Smallwood's and W.H. Johnson, though these stores must find the government's punitive profit export levies quite a drag on business.

Dublin's major high-class shopping area lies around Dawson and Grafton Streets south of the River Liffey, and the streets around O'Connell Street just northeast of the river. The Hearth Center, built a decade ago on the site of the old Mansion House between Dawson and Kildare Street, is an immense mall decorated in ornate, Celtic style. It includes Tir branches of British chains as well as many of the Tir's most famous stores and bookshops. The nearby Powerscourt Town House Center on Clarendon St. is a much older mall of glass and weathered chrome; these days, more itinerant street people frequent it than fashion-conscious shoppers.

The shops that line Nassau Street specialize in high-quality, conservative clothing. More fashionable designer boutiques cluster in the narrow lanes behind the burnt-out Irish Fashion Center, torched by the short-lived Style Killers performance troupe. A selection of stores scattered around the area sell traditional Irish crafts and other tourist paraphernalia. Though much of this stuff is made on the cheap to hawk to the gullible, careful shoppers can find great bargains.

South and west of the center lies the Liberties, a warren of lanes and alleys dotted with tiny shops and market stalls selling all manner of legal and illegal goods and catering to younger people. Amid the Liberties one may also find open spaces full of street performers or corner soapboxers. Feel free to enjoy the entertainment, but beware of pickpockets and muggers.

Between the Liberties and Dawson Street, the Temple Bar has become a sad shadow of its former glory. The center of the new and exciting in the 2020s and '30s, popularity increased its rents and sent its one-time inhabitants farther west for housing and shops. Today's Temple Bar is a run-down jumble of abandoned buildings, deadbeat clubs, and drinking holes haunted by street people and their ilk.

Outside of town, large malls at St. Stephen's Green, Blackrock, Stillorgan, Dun Laoghaire, and elsewhere offer every conceivable good to every conceivable legal consumer. (Those interested in illegal purchases must look a bit harder. This file includes a few useful starting-off points.) The following list contains some of Dublin's best or best-known shops, arranged by merchandise. Locations follow in parentheses.

BOOKSHOPS

Basement Tales (College Green), Patrick Hanna's (Nassau St.), Priestley's (Baggot St. Bridge), Stonewater (Dawson St., Meredith St.), The Yellow Shop (Clare St.)

COMPUTERS/ELECTRONICS

Blarney Bits (Ormond Quay), Dublin Systems (Hearth Center), O'Brien & Co. (Duke St.), Rainbow's End Software (Kildare St.), SuperChip (Upper Baggot St.), Yarrow (Nassau St.)

DEPARTMENT STORES

Expensive: Bernes (Hearth Center), Clary's (Upper O'Connell St.), Kilpatrick (Grafton St.)

Family Style: Dunne's (Henry St., Stalkey St., St. Stephen's Green), MacKinley's (Bow St., Burgh Quay), Wallington (Moore St.)

Inexpensive: Arthur's (Harcourt St., Thomas St.), Dean's (Meath St., Westernway), MacNamara's (Chancery St., North Baggot St., Talbot St.), Savaway (Capel St., Wellington Quay)

GROCERIES/CONVENIENCE STORES

Dalkey's (Harcourt St., Hearth Center, Railway St.), Forester's (12 locations throughout city), St. Patrick's (11 locations throughout city)

OPEN-AIR MARKETS

Iveagh (food market, Francis St.), Liberty (general merchandise, Meath St.), Moore Street (food and general merchandise, Moore St.), Portobello (general merchandise and antiques, Portobello Road), St. Michan's Street (food, St. Michan's St.)

USEFUL ADDRESSES

The following list includes recommended places to shop in Dublin, many of which deal in specialized goods as well as their public business. Interested parties may comment on or add to the list.

Brendan's

Store Archetype/22 Chancery St., Dublin 1/Brendan Spring, Manager/LTG# 16-311247

>>>>>[Not far from the Four Courts, this upmarket store has a wonderful range of fine wines, a knowledgeable manager, and a well-heeled clientele. Many of the more important corporate execs and members of the judiciary indulge their overpriced tastes among the wine racks.]<<<<<

—Zeitguest (00:00:00/25-OCT-54)

Éireann-Tír Tours

Store Archetype/96-98 Terenure Rd. E, Dublin 6/Brigid O'Toole, Manager/LTG# 61-300300.

>>>>>[If you want to expand a tour itinerary, do it here. Motoring tours of Donegal and Yates Country, the Ring of Kerry, wherever; Brigid's connections can make the arrangements and get the necessary permits. Mind you, it helps to make your enquiries over a staggering expensive lunch, and take along a ladle to dish out the flattery. The lady's a looker, but very vain. Though she will eventually pass on your altered itinerary to the authorities, she may delay doing this if you reach the right kind of understanding.]<<<<<

—Moleman (03:15:22/26-OCT-54)

Plunkett's

Store Archetype/12-14 Haddington Rd., Dublin 4/Fergus Plunkett, Manager/LTG# 46-522307.

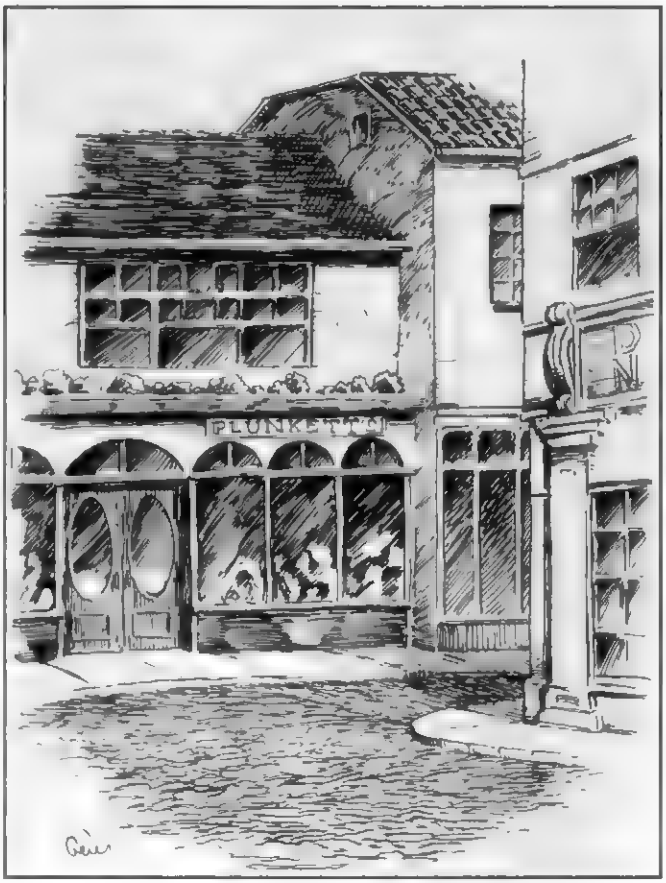
>>>>>[Weird and wonderful Plunkett's is primarily a kid's toy shop, where you can buy an 8-foot stuffed toy rhino for ten grand if you've a mind. Fergus always has the latest in Japanese toy warbots, animated trideo and the like, plus the ever-popular Squawking Luminous Killarney Chicken ("It squawks, it farts, it glows in the dark!") What passes for runners in Dublin often hang around here, playing with the toys and keeping an eye out for biz. After all, who could bug a whacking great toy store? It's too ridiculous even for the TRC to consider. So, if you need street contacts, go play with the chicken.]<<<<<

—Cleasaiche (03:37:18/26-OCT-54)

Sharkey's Fine Books

Store Archetype/6 St. Stephen's Green, Dublin 4/Rory Sharkey, Manager/LTG# 44-112118.

>>>>>[Just across the road from the Dáil and the Natural History Museum, this store has a tiny ground floor and cavernous basements that hold endless rows of books. Junior ministers, parliamentary secretarial staff, and scholars who look at you down their noses frequent the place, but don't let that stop you coming in. Sharkey's staff know and love their stuff, and the atmosphere here is thick with the love of words. Sometimes you can pick up a bargain poring over all the old tomes if you know what to look for. The odd druid walks in from time to time, looking for additions to his library. However, don't expect to find computerized data-



bases; Sharkey disapproves of newfangled technology.]<<<<<

—Paper Chaser (15:32:44/26-OCT-54)

Tighe's

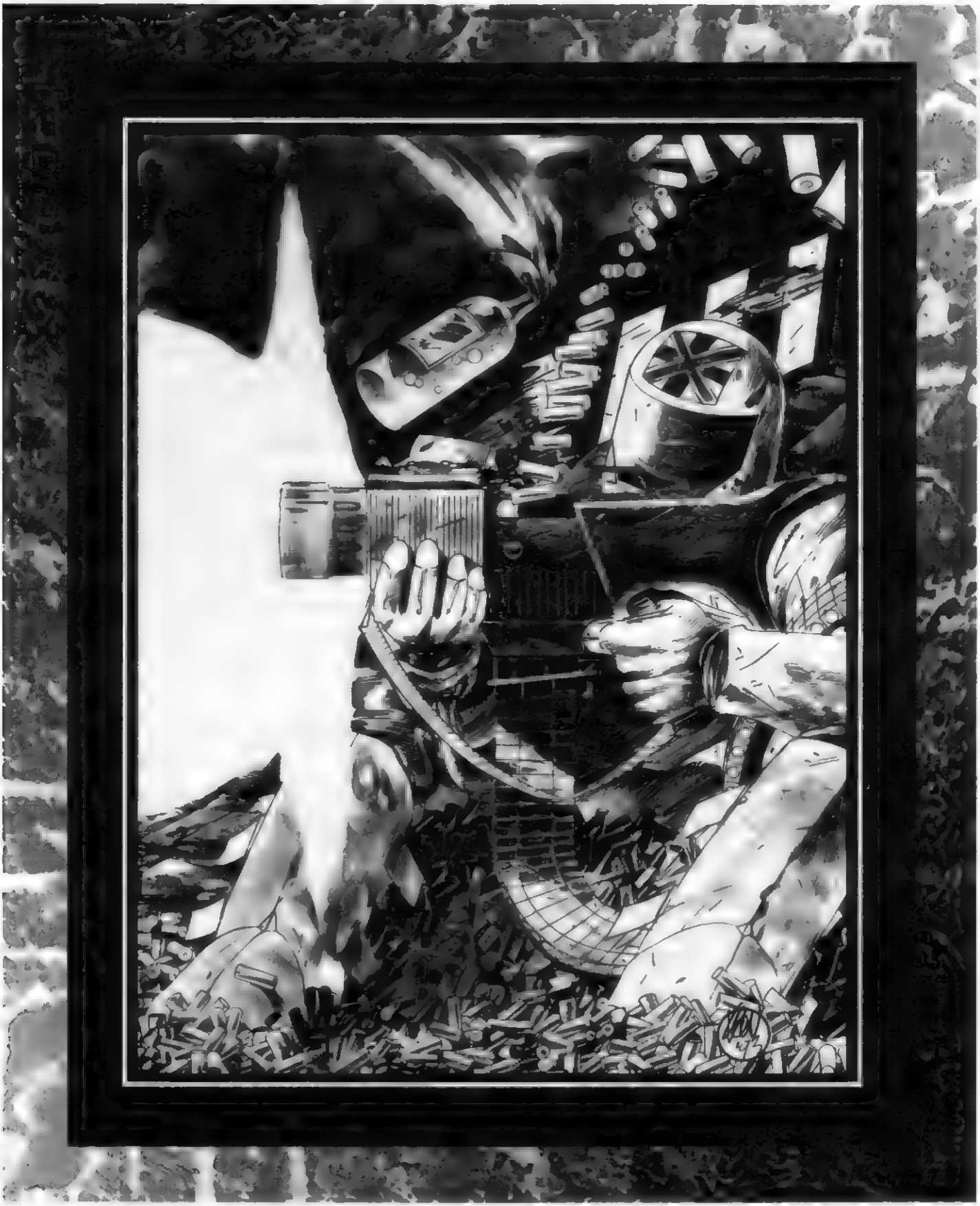
Store Archetype/14 Mountjoy Square, Dublin 1/Edward Tighe, Manager/LTG# 15-300350.

>>>>>[Up front, this place displays and sometimes sells genuine Irish cultural artifacts. Behind the scenes, interested customers discuss the possibility of commissioning a talisman or two with Mr. Tighe. If you happen to be such an interested customer, be sure to call him "Mr. Tighe." The place is a front for the Hermetic Services boys; best have good contacts and a credstick with multiple zeros to get much from them. Poorer or less well-connected types can try looking at the nice crystals and stuff and hope to bump into an unofficial talismonger looking for customers, but that's a chancy proposition. TRC mages frequently pose as street talismongers to entrap the unwary.]<<<<<

—Taranis (19:16:14/27-OCT-54)

>>>>>[Recent Garda crackdowns have made the black market much more subdued than usual, and traders are particularly wary just now of strangers enquiring after their business. Most won't deal with you unless you have recognizable contacts, but you might strike lucky in the Liberties or Temple Bar. Be careful; the TRC are everywhere. At least, it seems that way.]<<<<<

—O'Brien (04:14:24/28-OCT-54)



BELFAST

Not being native to Belfast, Beal Feirst in Gaelic, the Pogue Mahoney Collective offers this disclaimer: none of us knows all there is to know about Belfast, and most of the Troubles stuff we flat-out don't understand. We've visited the place a time or two, read the books and the newspaper articles, heard the official and unofficial lowdown on why Belfast is like it is, but we don't really know the place. In describing the city and its people, we offer what we personally know and what we've read. To those who live there, add your own opinions.

>>>>>[To hell with the future and long live the past; may God in his mercy look down on Belfast.]<<<<<

—Proverbial (12:16:02/27-OCT-54)

>>>>>[All entries herein pertaining to the arrangement and management of the Security Risk Zone of Ulster are in breach of Tír law. The inaccurate and potentially dangerous propaganda they seek to perpetrate should be disregarded as fabrication. Those responsible for such entries should immediately turn themselves in to the authorities.]<<<<<

—Cian Fear-Tèarmainn (13:01:10/28-OCT-54)

>>>>>[If you want to know the truth, kids, don't ask a policeman. Frag it, those creeps don't give you the time anymore without clearance from their TRC superiors.]<<<<<

—Torc Talk (01:43:26/28-OCT-54)

>>>>>[Away with you, boy, and your flippancies on truth. Trust the words of an elf and you will never see the dawn. The truth can only be found in purity, when we have removed the taint of the ungodly once and for all.]<<<<<

—Paisleyman (02:03:12/28-OCT-54)

>>>>>[Give me a B-I-G-O-T! I happen to know, Paisleymoron, that your own mammy was an Alsatian and your daddy slept with sheep. Purity isn't quite the word you want, is it, you scumfrag?]<<<<<

—Jack (09:15:57/28-OCT-54)

>>>>>[Any readers removed from the white heat of the conflict who want to understand Ulster should weigh the arguments of all sides and reach whatever conclusions they can, if any.]<<<<<

—Analyzer (23:32:15/28-OCT-54)

>>>>>[This can't work. Everyone thinks they know the situation, know the problems, know the solutions. Ain't nobody prepared to say they don't know.]<<<<<

—Anonymous (23:44:17/28-OCT-54)

>>>>>[You may be the first, but that's a start.]<<<<<

—Analyzer (23:47/07/28-OCT-54)

VITAL STATISTICS

Population: 302,000+
- Annual Visitors: 10,000+
- Human: 72%
- Elf: 19%
- Dwarf: 2%
- Ork: 4%
- Troll: 2%
- Other: 1%

Density in Populated Districts: 650+ per square kilometer
Per Capita Income: £37,000
Below Poverty Level: 27% (estimated)
Persons Rated on Fortune's Active Traders List: 1%
Persons of Corporate Affiliation: 18%
Felonious Crime Rate: 9 per 1,000 per annum
Education:
- High School Equivalency: 57%
- College Equivalency: 19%
- Advanced Studies Certificates: 14%

Hospitals: 14

>>>>>[Forget the stats. Most people don't report crimes, so the official crime rate is bollix. And, let's face it, the Garda have better things to do in this hellhole than worry about traffic offenses. Quite a few straightforward crimes get labeled "terrorist activity" to serve propaganda purposes, and the government classifies those offenses separately. The "official" crime rate's laughable.]<<<<<

—Paper Chaser (15:06:12/29-OCT-54)

GOVERNMENT

The most famous of the various Ulster Security Risk Zones, Belfast is governed under the State of Emergency Regulations of 2034, which imposed virtual martial law. Its various regulations include indefinite imprisonment of terrorist suspects, no right to silence, no right to trial by jury, and no right of access to a lawyer or civil liberties group. The TRC, who call the shots in Belfast, can impose a 10 p.m. to 6 a.m. curfew with as little as two hours' notice at any time. In addition, the so-called law allows the TRC to submit Petitions of Protection, (see **Law and Law Enforcement,** p. 19 of **Facts at Your Fingertips**) meaning that trials need not be heard in open court.

>>>>>[All this goes above and beyond the everyday abuses of human rights as practised by the TRC: stop and search, search and seize, and all kinds of surveillance.]<<<<<

—Paper Chaser (19:09:31/29-OCT-54)

>>>>>[Would you rather the trigger-happy gangsters of the NURM ran riot in the streets of Belfast? Cretin!]<<<<<

—Terry L (20:15:37/29-OCT-54)

>>>>>[You forgot one: the death penalty, the official response to all terrorist-inspired murders. Not the death penalty you get after being caught, tried, and convicted. Oh, no. I mean the "Well, your Honour, he was wearing a beret and had his hands in his pocket so I shot him thirteen times in the back" style of execution, learned from the inspiring example of the fraggin' British SAS.]<<<<<

—M O'S (20:17:48/29-OCT-54)

>>>>>[So let's destroy the URF and NURM by turning them into martyrs! Yep, that'll work! Does the name "Bobby Sands" mean anything to anyone?]<<<<<

—Cooney (23:09:43/29-OCT-54)

>>>>>[This is nonsense. The security forces in Belfast, indeed throughout the province of Ulster, have an impressively low casualty rate, especially considering the range of threats to order that they face. The statute book does not include any shoot-to-kill policy by the Ulster Garda or TRC.]<<<<<

—Clan Fear-Tèarmainn (23:10:59/29-OCT-54)

In theory, Belfast gets its government from various Dáil and Senate members elected or appointed to stand for Ulster, the Ulster Provincial Assembly, and an elected City Corporation. However, representatives of the Ulster United Protestant Party (UUPP) have made a tradition of declining their seats in the various government assemblies. The provincial assembly keeps things running only because the government in faraway Dublin chooses candidates to stand in for the elected but absent members as administrators, economic planning officers, and so on. Another strongly pro-Ulster party, the Social Democratic and Labour Party (SDLP), wastes much of its time trying and failing to form alliances against the Dublin-imposed members. The City Corporation tried for years to struggle on despite the glaring absences in its

chambers, but was finally suspended in the autumn of 2045. Though it still exists legally, the Defense Secretariat under junior minister Maeve Fitzgerald has taken over all decisions regarding the government of the city.

The day-to-day running of Belfast falls to the Belfast Security Committee, on which serve several government officials, TRC high-ups, the head of the Ulster Garda, and a number of unknown members.

>>>>>[In the unknowns, you can likely include *Danaan-mór* princes.]<<<<<
—Jack O'Lantern (23:36:11/29-OCT-54)

>>>>>[Oh really? Surprise us more, mister obvious himself! That revelation must have simply amazed the high-and-mighty O'Neill family who run the place.]<<<<<
—Cooney (23:39:16/29-OCT-54)

>>>>>[One of the executive members of the Security Committee is Eoghan O'Neill, second son of the family. His Path XXXXXXX XXXXXXX XXXXXXX ++++ System interrupt++++]<<<<<
—? (23:57:52/29-OCT-54)

>>>>>[The TRC's special units, the *Reach Fuileach* and the combat mages, have free rein on the streets of Belfast. Undercover or not, they always do something dreadful.]<<<<<
—Moleman (01:10:12/30-OCT-54)

>>>>>[The power they can bring against us only increases the value to the Cause of an efficiently staged surprise attack. Not even a TRC pixie duster can be everywhere at once. We plant our devices and we're off, calm as you like; broad daylight or midnight, it makes no odds. Tick tock tick tock boom. It's off and we're away, to ring the official statement into TVE-Belfast or REB-2 radio on an untraced comm line.]<<<<<
—MacGuiness (01:14:52/30-OCT-54)

>>>>>[Frag! Is this guy a real terrorist?]<<<<<
—Tommy Mac (01:19:08/30-OCT-54)

>>>>>[Sounds like a bored student wristing off to me.]<<<<<
—Cleasaiche (01:21:22/30-OCT-54)

>>>>>[Current estimated security forces in Belfast are as follows:
Garda: 3,500
TRC: 500 officers, plus 500 surveillance personnel
Army: 1,500 troops
Current estimated memberships of outlawed organizations:
URF: 300 men, 140 on active service in the city
NURM: 150 men, 60 on active service

The figures came from intercepted transmissions of the Security Committee communications network, January to July of 2053. At first, the numbers look all wrong, but keep in mind that Belfast is the home base for troops, special-ops forces, and security covering much of the northeastern Tir. Total membership in the Prod terrorist gangs throughout Ulster likely amounts to four or

five times the numbers listed for Belfast, though no one's quite sure. Official estimates tend to inflate when the authorities want to appeal to people's need for protection, and drop back when they want to make the Tir look less like a police state.]<<<<<

—Anonymous (11:36:00/30-OCT-54)

In many parts of Belfast, however, the UUPP provides street-level "government" through its paramilitary allies. They operate everywhere, getting funds through various kinds of extortion. For example, a private garbage collector cannot bid for a Belfast city contract unless it pays a hefty percentage of its profits to the paramilitaries. If the garbage company misses a payoff, its operatives lose their kneecaps. Through these types of low-grade terrorist tactics, the paramilitaries regulate everyday life all over Belfast.

>>>>>[No wonder the official crime figures are so low. In some places, the locals report crimes to the paramilitaries rather than the police!]<<<<<

—Kev (12:05:45/30-OCT-54)

ULSTER REVOLUTIONARY FORCE

The elder of the two splinter groups of the Ulster United Protestant Party, the URF is far more organized than its counterpart. It draws its members mostly from Ulster's western Protestant strongholds, many from the infamous Shankill district. The URF pulls off various economic crimes more efficiently and has better supplies of foreign surveillance equipment and weapons than its fellow UUPP paramilitary. Because it favours strikes against military and government targets, it has more support among the Protestant Independents and the people of Belfast's western zones, who frequently shelter URF men on the run. The URF regards Belfast as its stronghold, with the rest of its leadership scattered between the districts of Shankill, Armagh, Omagh, and Coleraine.

The URF includes a significant number of ex-Royal Ulster Constabulary (RUC) men and their sons within its ranks and also undoubtedly gets money and guns from British interests. The UUPP presents the URF as freedom fighters in the struggle for a free Ulster homeland and refuses to denounce URF actions, even when they kill or maim civilians. Like the IRA before them, the UUPP and URF call such tragic events "regrettable errors."

>>>>>[It must be comforting to the victim to know that, when he walked up to the Social Benefits office to claim some of the meagre unemployment benefit the government bastards denied him for so long, he only got his legs blown off because of a "regrettable error." Such harmless little words make the wheels of your wheelchair go round so much more smoothly, do they not?]<<<<<

—Cleasaiche (04:12:11/31-OCT-54)

>>>>>[The URF has big-time support in Scotland. At the Glasgow Rangers' football matches at Ibrox Park, buckets fill to the brim with coinage to support the heroic "freedom fighters." But then, Scottish vermin thrown out of the Highlands by the English invaded Ulster in the first place, dumping their troubles on others. They're all a bunch of skirt-wearing **0.4 Mp deleted by Sysop**]<<<<<

—Anonymous (04:33:16/31-OCT-54)

>>>>>[Sorry, I couldn't take any more. Some people do try to bridge these gulfs, honest; too bad none of them seem to have gotten on this board.]<<<<<

—Analyzer (04:35:11/31-OCT-54)

NEW ULSTER REVOLUTIONARY MOVEMENT

The NURM is the UUPP's hard-line, psychopathic paramilitary arm. It raises money through bank robberies and the like and strikes any military or economic target it deems fit to harass the government and lower morale among the non-Protestant population. The NURM particularly loves to attack civilians who try to promote peace in Ulster. The savagery and unpredictability of NURM atrocities have cost it the support of all but a small, hard-core band in its eastern stronghold of Ballymacarrett. Most NURM operatives are street people who have nothing left to lose.

>>>>>[The NURM also specializes in racist murders. Unlike the URF, which pretty much restricts itself to anti-elven and anti-government actions, they regard *all* metahumans as abominations. The NURM blow up *anyone* with the wrong genes. And the TRC look the other way, because they'd rather wipe out the anti-elven, anti-government URF. If you're an ork or troll on the streets, you ain't got no friends in Belfast.]<<<<<

—Growler (05:52:12/31-OCT-54)

>>>>>[The above post is uninformed. The arrests of Sean O'Brien and Patrick Robinson in January of this year, and their subsequent conviction by due process of law on 12 counts of murder, prove that the Tir Republican Corps has not relaxed its vigilance against the NURM. The defenders of peace, security, and democracy in the Tir hunt down any and all murderers and terrorists.]<<<<<

—Clan Fear-Tèarmainn (05:57:52/31-OCT-54)

The NURM also has an active cell in the city of Derry, and carries out random strikes throughout Ulster. Recently, it has hit sites in northwestern Connaught, apparently trying to expand its terrorist influence beyond Ulster province.

OTHER TERRORIST ORGANIZATIONS

The Irish Volunteer Faction (IVF), an ultraradical splinter from the Official IRA, has made a reputation for its ferocious hatred of just about everyone, especially metahumans. Fortunately for Belfast, the IVF has less than a hundred active members. On occasion, IVF members join up with the URF in attacks against government targets.

>>>>>[According to inside information leaked to the media, a major schism is brewing among the IVF ranks. One faction wants to pursue a harder racist line, but the other wants to keep collaborating with other groups against the elven occupiers.]<<<<<

—Moleman (08:02:15/31-OCT-54)

In the last two years, an outfit calling itself the Spear of Trogain has claimed responsibility for the deaths of nearly a dozen known members of the URF and NURM, mostly in Belfast. No witnesses to any killing have ever come forward. Current popular gossip pegs the group as a splinter of the IRA or INLA, wreaking unofficial reprisals on the Protestant paramilitaries to protest the failure of the Garda and the TRC in defeating their enemies.

>>>>>[Another rumor has it that the Trogain bunch are TRC assassins or the *Reach Fuileach*, covering their tracks by inventing a spurious band of loyalists.]<<<<<

—Moleman (08:11:23/31-OCT-54)

GEOGRAPHY AND DEMOGRAPHICS

Belfast lies at the mouth of the River Lagan where it meets the deep Belfast Lough, a position that once ensured the city's prominence as a shipbuilding center. To the west, the land sweeps down from the Antrim Plateau over a jumbled city that some local wag once described as looking like a radio with its back off. At the turn of the century the Tír government tore down some of the worst slums, such as the infamous Divis Flats complex overlooking Falls Road in West Belfast, but since then little new development has taken place. Caught between the wishes of the government and rebellious, Protestant workers, every plan to beautify Belfast has stalled in some committee or other.

Coming to prominence in the 18th century, Belfast became Northern Ireland's foremost industrial center, helped by large influxes of Protestants from Scotland. Granted city status by Queen Victoria in 1888, Belfast at the end of the 19th century had a larger population than Dublin. The decline in shipbuilding and other heavy industries over the past hundred years has hit the city hard, leaving behind large, depressed areas, especially around the docklands.

The city center is a jumble of grand Victorian buildings dotted among ugly, late 20th-century developments. The dearth of recent buildings gives the whole area a tumbledown, abandoned atmosphere. Just to the west of the center, the A12 Westlink slices the city in half, linking the northern M2 motorway with the southern M1. East of the center, the River Lagan divides the city from the abandoned docklands and the estates beyond.

The liveliest part of Belfast lies between Donegall Square, the nearby Cornmarket shopping area, and Great Victoria Street. East of the Cornmarket is the Entries, a warren of alleys dotted with drinking clubs and ramshackle shops. Strangers with their wits about them know better than to go there at most times of the day and night. Between Victoria Street and the river, the immense Garda fort glowers over the skyline beneath a cluster of surveillance equipment stacked on its roof. Known locally as the Castle, Protestants sometimes call it the Dungeon for obvious reasons. Only official vehicles may travel the roads approaching the Garda complex. A little way north of the city stands the original Belfast Castle, abandoned by the Garda after one too many terrorist explosions demolished most of it in 2039.

Great Victoria Street, lined with street-smart shops and pubs, has earned the nickname of the "Golden Mile." At its southern end lies the university complex, one of the few remaining unblighted areas in the city. Beyond the campus, the southern suburbs of Malone and Balmoral start to look a little more genteel than most of the central city.

Housing estates, parks, and open ground sprawl beyond the center of Belfast in all directions. The old Catholic neighborhood west of Falls Road has become a siege town, its concrete walls guarded by troops to keep Protestant bombers out. At its back, the immense Milltown Cemetery reminds residents of the thousands who lost their lives to all sides of the Ulster cause. To the north lies the Protestant enclave of Shankill, and more Protestant communities have sprung up beyond the deadly iron jungles of the old docklands east of the Lagan. Historically less partisan than people from the west of the city, the brutal tactics of the Garda and TRC and the ongoing terrorist outrages have polarized once-friendly communities. Beyond the easternmost Protestant neighborhoods stands the heavily fortified Stormont Castle complex, a solid reminder to everyone of the Tír government's iron grip on Belfast.

>>>>>[The Satanic Antichrist overlords cower in their castle and quake with ungodly fear, for they know that the people in their righteous anger will soon sweep the degenerate subhumans from the face of the land.]<<<<<

—Paisleyman (04:16:22/1-NOV-54)

>>>>>[Once more, in plain English?]<<<<<

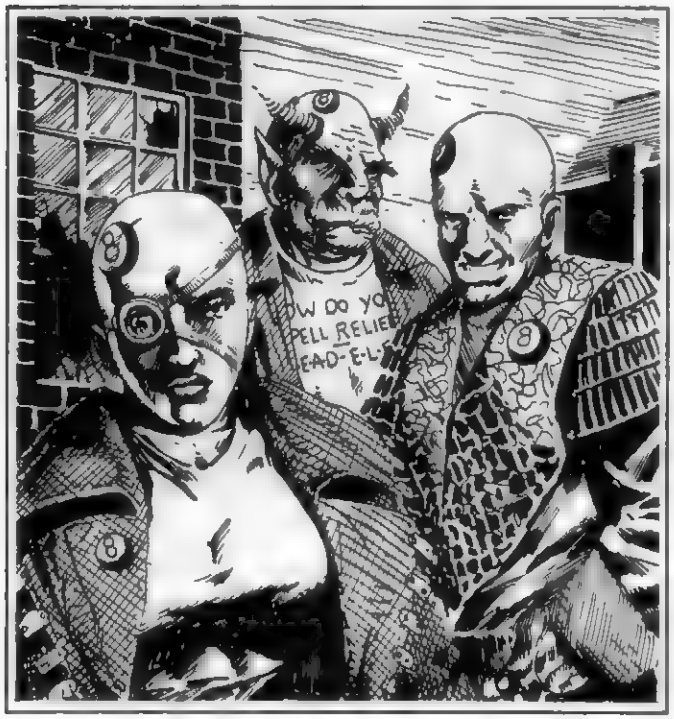
—Mull (04:19:37/1-NOV-54)

>>>>>["We hate everyone who ain't like us." This despite the fact that so many Proddies are stunted, slope-shouldered straw-heads with sun-starved complexions and the slack white bellies of the nutritionally ignorant.]<<<<<

—Jack (04:26:20/1-NOV-54)

>>>>>[Don't tell me. You were going to add, "Not that I'm biased."]<<<<<

—Cleasaiche (04:28:08/1-NOV-54)



NEIGHBOURHOODS

The following information comes straight from the Arbour Hill files pertaining to Belfast, and believe me, getting it was more fun than dancing on razors. Security didn't give us much of a problem outside of the TRC data, but there's so rakking much of the stuff. Took four of us a month to come up with the following, and the gen may not be accurate or up to date. Still, we have what we have. If it turns out to be a fake left around for us to find, so be it.

>>>>>[You forgot to point out that all TRC enclaves have a Security Rating somewhere between AAA and AA, while those of the hapless Garda drift between AA and a plainly irresponsible B. Security in any neighborhood after dark can range between water-tight and non-existent, depending upon which bit the poless have decided to patrol that particular night. Check it out if you don't believe me, but watch your step. Just when everything looks quiet, the biggest load of aggro can drop on you from nowhere.]<<<<<

—Moleman (19:02:07/2-NOV-54)

	Security Rating
CITY CENTER (Belfast 1)	A – C
WEST (Belfast 2)	
Fortwilliam: Middle Class	B – C
Ballysillan: Middle to Low Class	B – D
Ballygomartin: Low Class	C
Ardoyne: Low Class	D – E
Shankill: Low Class	C – E
Falls: Low Class	C – E
Andersonstown: Low Class	D – E
SOUTH (Belfast 3)	
Finaghy: Middle Class	B – C
Balmoral: Upper Class	A – B
Stranmillis: Low Class	D
Malone: Upper to Middle Class	B
EAST (Belfast 4)	
Ormeau: Low Class	D
Ballymacarrett: Low Class	E
Sydenham: Middle to Low Class	C
Stormont: Upper to Middle Class	B

>>>>>[From the way some negs have wiffled on about the URF and NURM and all that naffish earlier on, anyone would think they were the only ones getting a piece of the action. Take it from me, boys and girlies, tain't true. My patch is crammed with gangbangers and go-girls, rockers and ravers. Aren't nothin' to do most nights. Some goes out with the beret brigade, others are looking for fun. We got our territory, others got theirs; sometimes we take more, other times give it up.

Some toys we need to play with. Bikes are good, cars better. Jousting's the thing right now, swords and axes from bike saddle or standing on the car roof and trunk. That and drive-bying on the Westlink when we've got the ammo. Youse want to come play, uh? See you most nights where the Wolf looks down, 'specially if youse got those pretty pointy ears. Heh.]<<<<<

—Billy Whiteside (04:12:00/3-NOV-54)

>>>>>[Street gangs are street gangs the world over, but these retards are among the worst you can imagine. I mean, who in their right mind starts sodding about with the URF around? The terrorists teach particularly threatening gang members fatal or crippling lessons every other week, but the kids keep pursuing their destructive entertainment even in the heart of the most reactionary communities.

Gang names to watch for are the Whitesiders, the 8-Balls and the Lovers in Ballymacarrett and docklands; the Stormriders,

Orange Sword, and the Paisley Boys in Shankill; and the Potato Junkies, Firing Squad, and Murphys in Falls Road and Andersonstown. Avoid them all, unless you want someone for a job where they get splashed afterward. Avoid them even more after that or they'll kill you for revenge.]<<<<<

—M O'S (07:12:50/3-NOV-54)

GETTING AROUND BELFAST

Getting around this too-lively northern city poses quite a challenge. Because of ongoing terrorist activity, only public trams and military vehicles can travel through the center of Belfast. After one too many car bombs, local government set up large, concrete barriers across the streets to prevent entry and parking.

Entering on foot, the poor tourist in Belfast must pass through checkpoints set in the security gates. The security boys check papers, sweep people with various detectors, and generally make them feel less than welcome. The Garda and TRC swarm over the streets and often block or seal off a street at a moment's notice. Emergency regulations also allow the police to impose an instant curfew; when these are in effect, small red lights flash from street lamps and signposts.

>>>>>[I would have thought that the sight of hundreds of fellow pedestrians diving into the nearest doorway would clue you in!]<<<<<

—Cooney (19:59:34/3-NOV-54)

BUS AND TRAM

Bus Atha Cliath-Belfast (BACB) operates the Belfast trams, which cover all the main streets on both sides of the river and run in wide loops around the city. The best place to pick up a tram is Donegall Square, where plenty of them start their routes. On all lines, services run between 6 a.m. and midnight. Token cards that carry enough credit for a certain number of stops go in the fare machine at the beginning and end of every journey; the machine deducts a fare for the correct number of stops automatically. A card for 100 stops costs £3, for 200 stops £5. These cards may be bought at BACB's depot in Oxford Street, Belfast 1, LTG# 021-330282, and in several other locations across the city.

A limited number of buses run from the edge of the city center security zone in all directions, with a fare card similar to that used on the trams. The Central Bus Station in Great Victoria Street, Belfast 1/LTG# 021-286644, can provide a prospective passenger with timetables, route maps, and fare cards.

CAR

As well as being banned from the central city, private cars are illegal in or near security-sensitive areas such as Garda stations. As in Dublin, a red-bordered square with a black car silhouette crossed by a red band warns the driver before he enters a restricted area. Drivers who contravene these regulations have their cars confiscated or occasionally even blown up by the Garda. A little way out of the city center, many streets provide short-term metered parking spaces. Bus, tram, or foot gets you into the city from there.

Certain streets, especially in East Belfast, are impassable after dark and even sometimes during the day. Visitors should exercise caution on the M1, Westlink, and M2 at night; mobile gangs have made numerous recent attacks on passing motorists.

RAIL

All rail services are run by Iamrod Éireann-Tir Rail (IETR), whose routes travel in every direction from the central station on East Bridge Street, Belfast 1 (LTG# 021-388033). Trains from the separate York Road Station, Belfast 2, follow the coast as far as Larne. Frequent obstructions on the lines make trains a slow travel option.

>>>>>[Not got a metro in Belfast, you ask? No way. Terrorists would have far too much fun with it.]<<<<<

—Growler (23:16:27/3-NOV-54)

TAXIS

Though not allowed into the central zone, taxis thrive because they are the only transport prepared to enter Belfast's various sectarian neighborhoods. Taxicabs serving Falls Road look for fares at the cab rank on Castle Street; those that enter Shankill run from the rank on North Street. Other ranks are dotted around the edge of the city center. Unlike British or North American cabs, Belfast taxis do not stop in response to a street hailing, nor can a passenger ring for one. Typical taxi fare runs around £3.50 per kilometer, plus tip.

VISITOR INFORMATION

Not surprisingly, Belfast doesn't get much tourism. Visitors require special permits, issued by the Office of Placements in association with the Defense Secretariat, just to enter the Belfast SRZ. Granted only to those who can give an acceptable reason for visiting the city, they are not easy to come by.

>>>>>[In other words, if you have the slightest blemish on your files you won't get in unless you're bringing seventy million nuyen worth of business contracts or suchlike.]<<<<<

—Cooney (19:12:08/4-NOV-54)

Medical insurance must be paid for in advance of any visit, and for travelers to Belfast, the premiums may get expensive. Visitors should carry vital papers at all times; the Garda or TRC stop and search people at random an average of four times each day, and apprehend anyone without papers.

>>>>>[Only a foolish individual vents his frustration, however well founded, on the TRC patrol that stops him for perhaps the sixth or seventh time that day. Whether you regard them as the sole obstacle standing between the city and outright anarchy, or as a despicable army of occupation, don't give them any cause for holding a grudge. The Castle dungeons are deep.]<<<<<

—Slievan (05:14:12/5-NOV-54)

The Tír Tourist Board runs a small office at 53 Castle Street, Belfast 1/LTG# 021-229555. Less than efficient, it seems to be for show more than anything else.

>>>>>[A bombing by the NURM, protesting an alleged policy of employing more elves than humans, forced the office to close. The TTB has opened a temporary office in an empty store at 45 Castle Street; the regular office is expected to reopen in the spring of 2055.]<<<<<

—M O'S (22:53:15/5-NOV-54)

No PANICBUTTON service operates in Belfast; in an emergency, ring 999 or look for the nearest Garda patrol. Visitors may find it somewhat comforting that decades of dealing with the victims of terrorist outrages have made the doctors at Belfast's hospitals world-class experts in shrapnel removal, skin grafting, knee replacements, and bum treatment.

>>>>>[Wonderful. Now I don't have to worry! Frag, what kind of place is this?]<<<<<

—Traveler (20:05:32/11-6-54)

>>>>>[A place where you take your humor black, friend.]<<<<<

—M O'S (20:12:30/6-NOV-54)

Visitors looking for entertainment in Belfast may have a problem finding out what's on. Word-of-mouth publicity abounds, but little other PR exists aside from posters. The public datanet generally lists a few large, mainstream events taking place in Belfast, and the *Belfast Telegraph* carries a few entertainment advertisements.

WEATHER

Most of the time, Belfast weather is much like the weather elsewhere in the Tír, though marginally colder. However, air quality during summer months can turn bad in minutes during hot spells because Belfast lies relatively close to the polluted zones of northwest Britain. During particularly bad spells, such as the famous "standing heatwave" of 2044, a haze of foul-smelling vapour hangs over Belfast like a blanket of misery.

>>>>>[Come and visit our little town real soon, y'all hear?]<<<<<

—Cleasaiche (03:15:29/7-NOV-54)

ACCOMMODATIONS

To those wishing to stay in Belfast, the tourist office recommends going as up-market as possible. For once, it's giving good advice. Low-class accommodation in the city is often just that or worse, if you can find it at all. Few Belfast hotels, whatever their grade, offer much in the way of amenities; not much grace or beauty where there's constant fighting in the streets.

Europa Hotel

Luxury Hotel Archetype/Great Victoria Street, Belfast 1/ Padraig McGowan, Manager/LTG# 021-327000

>>>>>[The good old Europa. The place has gotten blown up so many times by one side or the other that some say the original building's been gone for years. Keep your day clothes handy for that hilarious 4 a.m. bomb scare and its subsequent evacuation into the street.]<<<<<

—Cooney (15:19:48/7-NOV-54)

>>>>>[Because everyone who can afford it stays at the Europa, the TRC can easily keep an eye on them. Get my drift?]<<<<<

—M O'S (22:07:11/7-NOV-54)

>>>>>[**Hartsglen Hotel**

Cheap Hotel Archetype/42 Rossmore Place, Belfast 3/Michael Hughes, Owner/LTG# 023-429464

Hughesie sells guns, any kind you want at a good price. Takes orders for special needs and always delivers. Don't know what the place is like to stay in. Don't know anyone who's ever slept there.]<<<<<

—Anonymous (05:03:12/8-NOV-54)

>>>>>[**McBride's**

Cheap Hotel Archetype/12 Eglantine Avenue, Belfast 1/Sean McBride, Manager/Bias Against Non-elves/LTG# 021-338201

Good runner place; no questions asked.The NURM kidnapped Sean's daddy last year. No one admits that he's dead, but the family called in plenty of favors to find him and had no success. The effort seems to have withered into quiet despair.]<<<<<

—Cooney (09:22:28/8-NOV-54)

>>>>>[**The Rowan Lodge**

Average Hotel Archetype/21 Windsor Avenue, Belfast 4/ Tom Sullivan, Owner/Bias Against Metahumans/LTG# 024-896945

Got this address off a contact of mine, so it needs checking. According to my term, it's a Protestant-run hotel and a good place to get in touch with like-minded souls, if you get my drift. Course, it might also be a TRC set-up. Anyone got any more information on the place?]<<<<<

—M O'S (04:12:31/9-NOV-54)

>>>>>[My people say it's genuine, which means it won't be around for much longer.]<<<<<

—Slievan (23:56:02/9-NOV-54)

ENTERTAINMENT

Despite the ever-present threat of terrorism, Belfast does its best to function like any other place. For those courageous folk visiting Belfast to do a bit of sightseeing, the following text gives some useful information.

The heart of the city, especially around Donegall Square, still contains a few interesting buildings, though most show signs of shrapnel damage or bullet holes. Among those worth seeing are the disused City Hall, covered in murals, with a beheaded statue of Queen Victoria out front. The Linenhall Library has a huge archive of works relating to the Troubles for those actually wanting to delve into the subject, and the Church of St. Malachy is so odd it almost can't be described. South of the city center lies the

University, more than worth a look, and the Botanic Gardens. In their grounds stands the Ulster Museum, half blown to bits in a URF firebomb attack in 2044. The place has been rebuilt and just recently reopened.

As for going out in Belfast, stick to popular venues like the Grand Opera House in Great Victoria Street, Lyric Players Theatre on Strandmills Avenue, or the King's Hall in Lisburn Road. Only a fool looking for trouble ventures to places with few people and plenty of shadows to hide in.

>>>>>[Ah, bollix; these southern eegits don't know what they're blathering about. Providing you keep your eyes open and your mouth free of politics, most of the city is safe enough for a good night out. Belfast has plenty of terrific bars where you can take in radical new bands and even a couple of fashionable clubs. We may not live up to fancy Dublin standards, but we're trying our best to make this city live.]<<<<<

—Slievan (01:17:43/10-NOV-54)

>>>>>[He's right in a way. Most visitors don't get kneecapped. The rakkers who pull all the shite are too busy killing locals to worry about a southerner.]<<<<<

—Cooney (12:09:49/10-NOV-54)

>>>>>[Still sounds like trying to find somewhere to relax in downtown Brixton, if you ask me.]<<<<<

—Dolke (23:58:21/10-NOV-54)

Anyone going on a Belfast pub crawl should stick to the well-lit, main streets and try not to stay out too late. The nervous might consider staying in the hotel after dark; the company in the Europa, if nowhere else, can provide an interesting evening. Drinking in any establishment in the Entries or any place outside of the city center can buy more trouble than a lot of drink is worth.

>>>>>[Unless one has specific business to conduct and enough protection to ensure safety. How the hell do you think we get things done around here? We don't all sit in the Geneva Bar at the Europa swapping chips like phone numbers, you dimwits.]<<<<<

—Slievan (03:47:38/11-NOV-54)

Eating out in Belfast can be quite an experience. The city doesn't have many high-class restaurants, but plenty of places sell hearty, simple, tasty fare in rough and ready atmosphere. Stick to places in the central shopping areas around the High Park or York Center malls, or the Commarket. Shopping-wise, Belfast hasn't many distinctive places; the young and fashionable rely on the few trendy shops in the Commarket. Those looking for unusual goods or services, so to speak, will find Belfast one tough market to crack.

>>>>>[You want interesting stuff, take a careful daylight stroll through the Entries, especially Joy's Entry and Winecellar Entry. Most of the places look closed or abandoned. For sure some of them are, but not all. Find someone you can trust to lead you back there after dark, and you may find what you're looking for.]<<<<<

—Mahoney (06:12:37/11-NOV-54)

>>>>>[A bullet in the head, if you're a pointy-eared, southern drekbag.]<<<<<

—Anonymous (22:00:04/11-NOV-54)

>>>>>[Anyone looking for a local joyboy or joygirl to play with of an evening can take his or her pick from the few high-class people who troll the Europa or the sad individuals who gather on the street corners of Shankill or Ballymacarrett come nightfall. Prices are cheap, but every penny goes into the pockets of the URF.]<<<<<

—Dolke (03:02:16/12-NOV-54)

>>>>>[Mistreat our girls or boys and you'll be trawling the Lagan for the vital pieces of your anatomy.]<<<<<

—Barry C (03:14:12/12-NOV-54)

MEDIA

Except for the relatively propaganda-free broadsheets circulated irregularly by the local communities in Andersonstown and Shankill, the Belfast media toes the government line. The powers that be shy away from blatant censorship, but the editors responsible for news coverage frequently get unsolicited "advice" on reporting from the TRC.

Trideo and Radio

Along with the national channels, TV Éireann runs the local channel TVE-Belfast, and two local radio channels, REB-1 and REB-2. All carry the government-approved news and bland programming designed for the elven and other pro-government communities.

Newspapers

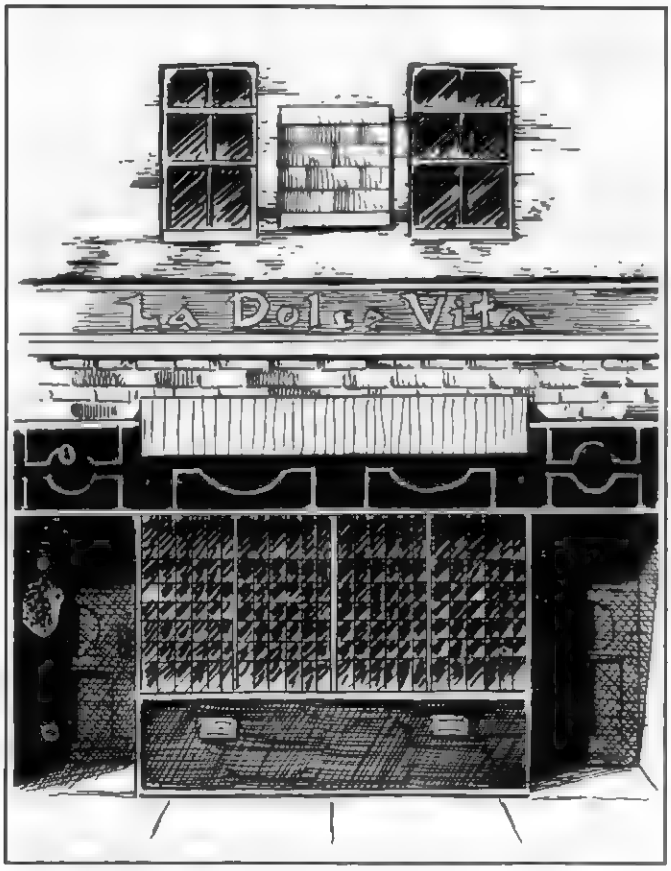
The *Belfast Telegraph*, once a respected journal with national distribution, has degenerated into a thin daily tabloid, infamous throughout the Tír for its refusal to report terrorist activities.

>>>>>[Too right. The day after the URF blew apart the Linenhall Tavern, killing 37 citizens and maiming almost 50 deaf children on a school trip passing by on the pavement outside, the *Telegraph* headlined with a report on a proposed change in the allotment of textbooks to city junior schools. They buried the bombing on the back page, low down, under the tiny headline, "Linenhall Closed For Repairs." Unbefragginglievable!]<<<<<

—Slievan (02:03:50/14-NOV-54)

>>>>>[Oxygen of publicity, old fruit; the oxygen of publicity fans the fires of rebellion. That's the government's logic, anyway. Of course, some might point out that the beret-wearing bastards will only try harder to attract attention, but at least no one can accuse the government of escalating the problem.]<<<<<

—Cleasaiche (02:10:43/14-NOV-54)



USEFUL ADDRESSES

The Pogue Mahoney Collective, knowing little about Belfast's more interesting side, hereby throws this section open for Belfast's native sons and daughters. If anyone really knows what's on and where to go in Belfast, the locals do.

RESTAURANTS AND BARS

>>>>>[**La Dolce Vita**

Small Restaurant Archetype/101 Great Victoria Street, Belfast 1/Daniel Malone, Manager/Bias Against Non-elves/LTG# 021-323422.

Still doing business despite almost a century of derision from locals who cannot afford to eat here, this plush restaurant offers genuine French cuisine at astronomical prices. Bombed only once, it's one of the safest places to eat in Belfast.]<<<<<

—Pale James (01:21:21/15-NOV-54)

>>>>>[Senior brass in the occupying forces make a habit of eating at La Dolce Vita once a fortnight or so, a fact that the beret boys appear to have overlooked.]<<<<<

—Cooney (13:03:45/15-NOV-54)

>>>>>[So far. Thanks, friend.]<<<<<

—Barry C (00:21:14/16-NOV-54)

>>>>>[**The Eglantine Tavern**

Bar Archetype/4 Bloom Road, Belfast 3/Stuart Frisell, Manager/LTG# 023-565672.

Known as The Egg, this student hangout's a good place for a drink and a dime bag, y'scan?]<<<<<

—Tommy Mac (05:14:22/16-NOV-54)

>>>>>[He means BTL, everybody. Frag it, Tom, you don't have to whisper; you're not in the Student Union Bar now, you tosser.]<<<<<

—Cooney (09:58:13/16-NOV-54)

>>>>>[**Midnight and Black**

Bar Archetype/202 Falls Road, Belfast 2/Jo MacSweeney, Owner/LTG# 022-606343.

A kind of post-Gothic, college-kid, wristoff joint with regulars all desperately sad not to be a vampire or a consumptive poet. They come to express their fragile souls in the dark, dark depths of Jo's house specialty cocktails, all with names like *Black Death* or *Gangrel's Despair*. The names are terrible; the cocktails are very good. If you can restrain yourself from pumping the trash on the barstools full of shrapnel, which shows commendable self-control but a sad lack of community spirit, you might want to check this place out.]<<<<<

—Maire (23:52:55/18-NOV-54)

>>>>>[**Moral Turpitude**

Bar Archetype/ 276 Falls Road, Belfast 2/ Mary Anne Robertson, Owner/ LTG# 022-515517.

Closed down three times in the last two years. Hit this place for a good time getting steamed and dancing your legs off in the company of like-minded souls who don't care if they see tomorrow or not. The bass system is wired through the floor and you can get 'trode links to whack it right into your limbic system. Bright, wired, young street life at its best.]<<<<<

—Shaz (23:57:13/18-NOV-54)

>>>>>[Now there's a girl with an IQ smaller than her D-cup measurement. Then again, the predatory male clientele at Turpitude don't care about anything else.]<<<<<

—Cooney (23:58:52/18-NOV-54)

>>>>>[**Opening Shortly**

Bar Archetype/12 Sandy Road, Belfast 1/Tully Shawn, Manager/LTG# 021-609565.

Oh-so-wittily named attempt at a fashionable bar, where the decor looks as if the decorators hadn't quite finished. Trestle tables and benches held up by ladder, paint pot ashtrays, that sort of thing. Some of the local deckers and runners hang here, lurking among the gainfully employed and looking distinctly embarrassed to be found in such a place.]<<<<<

—Tommy Mac (19:14:48/19-NOV-54)

>>>>>[What boll! This place is ace, well down. All the trendiest students like me hang there now we're back from the summer vacs. I'll give it five! See ya! :-)]<<<<<
—Deb (15:09:22/20-NOV-54)

>>>>>[Fragging hell! Who let her on deck?]<<<<<
—Cleasaiche (01:14:09/21-NOV-54)

>>>>>[**Paddy's Bar**
Bar Archetype/Prince's Dock Road, Belfast 4/"Ginger" Clowes, Owner/LTG# 024-684578.

A hard-core Prod hangout; be careful dropping in. The NURM psychos come round to collect money from time to time, and they find out who's stopped for a drink recently. They get curious about new faces and tend to like them better shot full of lead.]<<<<<
—Anonymous (05:11:53/21-NOV-54)

>>>>>[**Stephenson's**
Mid-Size Restaurant Archetype/48 Lisburn Terrace, Belfast 3/ Arnie Brown, Owner/LTG# 023-447310.

Haunt of pen-pushers, petty clerks, and juniors from various government departments, all of whom slurp down the specialty vintage ports that Arnie regards as a sign of distinction. Bunch of British wannabes, if you ask me. However, around ten in the evening or after, you might get a few juicy tales of drunken indiscretions from a pissed government lackey.]<<<<<
—Moleman (23:47:04/21-NOV-54)

>>>>>[**The Union Inn**
Bar Archetype/208 Great Victoria Street, Belfast 1/Davy Cullen, Manager/Bias Against Metahumans/LTG# 021-680706.

The Union's the UUPP social headquarters. Richly furnished with super grade-AAA++ security, they don't admit to a policy barring metahumans, but do it anyway. The cellars have a magical barrier around them, and the words "ritual sorcery" get bandied about from time to time. The Union's most interesting feature, though is the odd foreign faces that turn up from time to time: Serbs, Germans, a couple of Dutchmen, a Dane or two. Either no one knows or no one will say what goes on behind the Union's closed doors.]<<<<<
—Moleman (23:55:16/21-NOV-54)

NIGHT CLUBS

>>>>>[**Apples & Pears**
Night Club Archetype/Crown Entry, Belfast 1/Val Dallion, Owner/LTG# 021-660423.

Basement bar and nightclub, famous as the venue that got the band Hammer Party a record deal. Bands on weekends, dancing the rest of the week.]<<<<<
—Kev (14:06:07/14-NOV-54)

>>>>>[**Zhivago's**
Night Club Archetype/Stillorgan Place, Belfast 2/Colm McGuiness, Manager/LTG# 022-442679.

This odd club attracts all sorts. Professors from University College and the local hospitals, a few artists and alleged "personalities," and a country squire or two spend time in the first floor bar. On the ground floor, Pretty Young Things and aspiring corporate secretaries jazz the night down. High-class hookers come to Zhivago's to pick up affluent clientele, but the place may have a little more to it than that. From time to time, I've spotted a few of Belfast's better freelance hermetic mages and deckers.]<<<<<
—Leech (05:16:22/22-NOV-54)

OTHER

>>>>>[**Halloran's Car Parts**
Medium Store Archetype/118 Woodvale Road, Belfast 2/ Terry Halloran, Owner/Bias Against Metahumans/LTG# 022-711541.

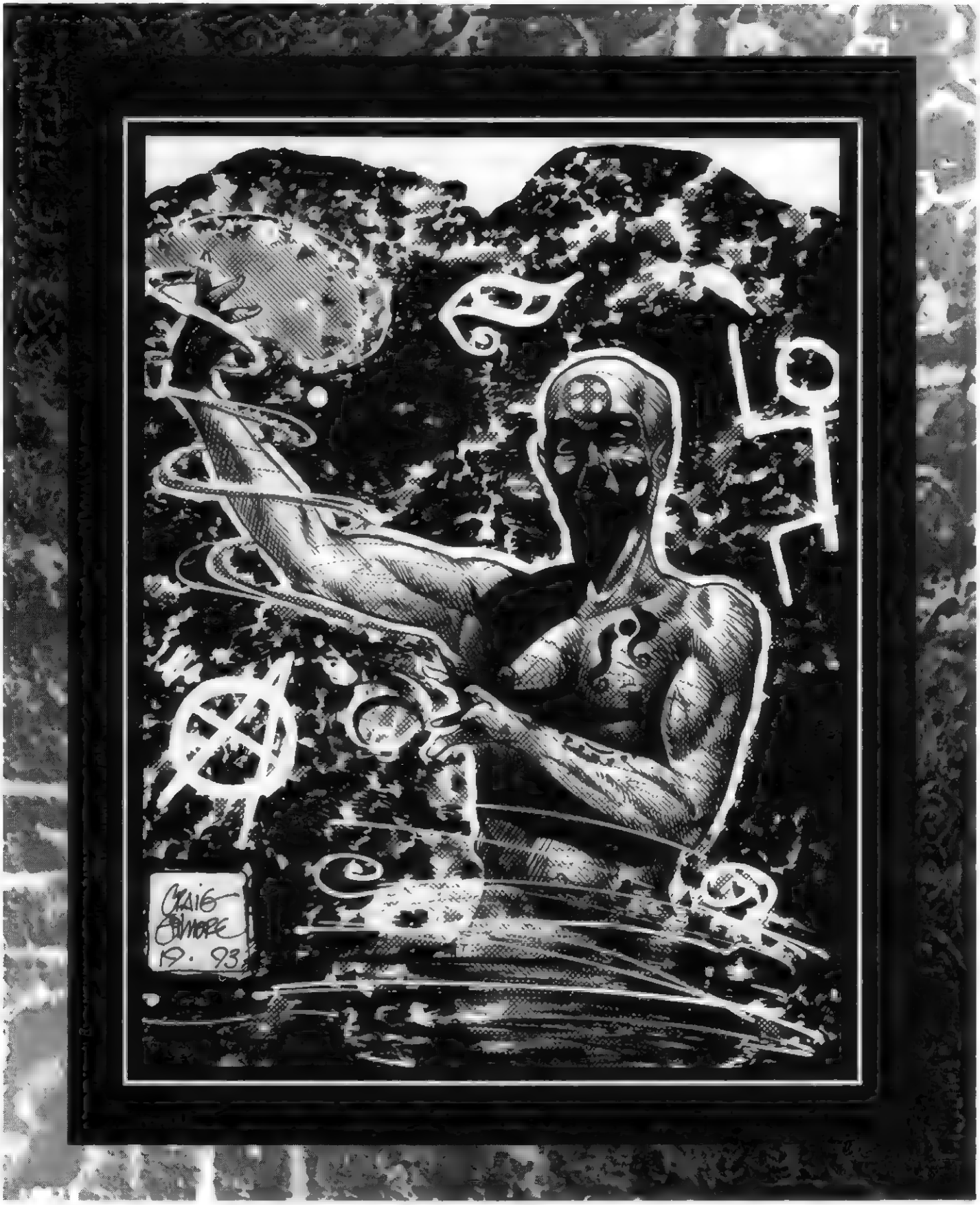
You want local Protestant muscle, drop your references on the counter. Whatever the job, if you check out, they'll sign on with you. Halloran's can get you the biggest guys you've ever seen; all that work their ancestors did building the London motorways paid real genetic dividends. Most like bodyguard duty better than "active service," if you get my drift. Oh, and they do sell car parts, too.]<<<<<
—Padraig (22:19:38/17-NOV-54)

>>>>>[**Kelly's**
Mid-Size Store Archetype/2 York Street, Belfast 1/Cam Fitzpatrick, Manager/LTG# 021-187884.

Plazzy household tack store to most, but check out the downstairs if you can get past the muscleman guarding the basement entrance. These people have got a doctor's surgery down there. I've heard they do plenty more than bullet wound patch-ups; I'm talking whole plastic jobs, major surgery, you name it. How you get in is anyone's guess. I've made enquiries, but turned up nothing concrete.]<<<<<
—GG (09:02:18/18-NOV-54)

>>>>>[**Rowney & McGill**
Small Store Archetype/Pottinger's Entry, Belfast 1/Phil Knighton, Manager/LTG# 021-383251.

Phil's an ork who sells ironware, tools, and domestic goods. He also knows the underground ork and dwarf communities pretty well. If you've just had your face rubbed into the dirt because of your metatype, Phil may take pity on you and put you in touch with a few sympathetic souls.]<<<<<
—Growler (23:22:21/21-NOV-54)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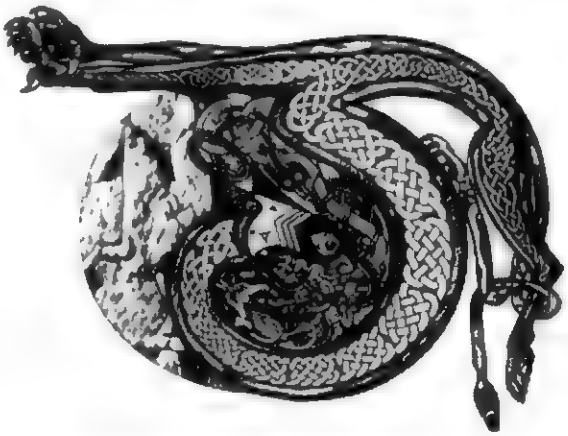
GAME INFORMATION

The following section contains gamemaster information and rules pertaining to specific subjects covered earlier in this sourcebook. The opening section, **Path Magic**, includes rules for generating player characters who are Followers of the elven philosophy described in **Ways and Paths**, p. 65. This new rules system contains modifications to existing rules for magic found in **Shadowrun, Second Edition** (**SRII**) and **Grimoire, Second Edition** (**Grimoire II**) as they apply to Follower characters. **Additional Magic Rules** contains modifications to existing rules that apply to Followers and non-Followers, and contains game information on Tír na nÓg's unique magical phenomena. Gamemasters should only use these rules after carefully considering their impact on the game.

Druids includes totems unique to Irish druids of non-elven races; the remaining gamemaster sections offer game rules pertaining to the Tír matrix, arms and equipment, paranormal animals, and Irish slang.



PATH MAGIC

The elves of Tír na nÓg practice a unique, apparently advanced form of magic that stems from the Ways and Paths, their system of metaphysics. Only a dedicated Follower of a Path can use this sophisticated Path magic.

A unique blend of shamanism and hermetic magic, Path magic incorporates the structured, formulaic approach of hermetic magic while embracing shamanic spontaneity. The Followers of the Paths regard both techniques as valid in the working of magic, and see too much emphasis on either aspect as undesirable. Instead, they strive for a balance between the two.

In game terms, Path magic works much like the standard shamanic and hermetic magic described in **SRII** and **Grimoire II**, with specific modifications to certain rules to reflect Path magic's unique strengths and weaknesses. The following pages outline these modifications, and also refer the reader to the appropriate **Shadowrun** master rules.

CREATING FOLLOWER CHARACTERS

The following rules describe the ways in which Followers of the elven Paths develop and use skills and abilities in the **Shadowrun** game. The gamemaster uses these rules to create Follower characters, either as player or non-player characters. Because Follower player characters would have to be dissidents in order to run the shadows, a player creating one has landed his character in serious trouble from the word go; therefore, such a course is not recommended.

If players insist on creating Follower characters with all their inherent drawbacks, such as blood samples on file with their magical order and so on, the gamemaster should keep in mind the following points:

- The player character can only Follow one of the Cardinal Paths: Warrior, Steward, Bard, or Druid. Only the most spiritually advanced elves can follow the Path of the *Righ*, and no player character can possibly have attained the necessary level of spiritual enlightenment.
- The player character can only gain grades of initiation within his or her magical order with the order's help. Anyone acting as a runner may be regarded as a traitor to that order, and if so is in deep trouble.
- Most Followers' powers and abilities are inherently linked with Tír na nÓg, and don't work anywhere else. However, druids of any kind can use the Tír cairn lines.

The following general rules apply to the creation of Tír Follower characters and do change some of the basic **Shadowrun** rules. If he wishes, the gamemaster may close off certain options or adjust the numbers, but should not shift the balance toward benefits and away from restrictions or drawbacks. Doing so can easily unbalance the game. Specific applications of and additions to these general rules appear with the description of each Path.

ESSENCE AND CYBERWARE

Because of their belief system, Tír elves exhibit a deep-seated, culturally based fear of reducing Essence through the implantation of cyberware. All Tír elven characters must accept that restriction, particularly if they adhere to the teachings of the Ways and Paths. For this reason, no Follower character may implant cyberware that reduces his Essence below 1.5. A Follower of any Path save for that of the Warrior may not reduce his Essence below 2.0. If standard **Shadowrun** archetypes use more stringent rules, apply these as normal. These restrictions also apply to elves who oppose the rulers of the Tír; dissidents or not, they share the same fear of excessive Essence loss.

Whenever possible, Tír elven characters always choose the least invasive technology for personal augmentation. For example, a Tír street samurai has boosted rather than wired reflexes even though wired reflexes offer greater benefits, because a Tír elf prefers to change his body's structure and function organically rather than placing alien metal in his flesh. The gamemaster is advised to enforce this rule strictly.

PATH CORE

The Path core consists of skills and/or Attributes the character must develop in order to Follow his Path. Each Path has a unique list of such skills and Attributes. Followers pay fewer Karma Points for improving these skills and Attributes than in standard game rules, and in some cases may exceed racial limits. The Karma cost for a Path Core Skill or Attribute is one-half (round down) the regular cost. (See **Karma**, p. 190, **SRII**.) Note that none of these bonuses, modifiers, additions, and so on apply to the character until his or her initiation into the appropriate magical order for his or her Path. Therefore, the standard **SRII** character creation system still applies when creating Follower player characters. The new rules for Path magic do not apply until after the character's initiation.

When spending Karma, Followers of specific Paths always seek to improve Path Core Skills and Attributes above others. Most Followers should spend at least 70 percent of their Good Karma in boosting Path Core Skill and Attribute values, unless they need excessive amounts of Karma Points for a complex magical operation such as creating an ally, bonding a spell focus, and so on. For these purposes, the gamemaster may allow occasional exceptions to the 70 percent rule.

Follower player characters spend Good Karma normally for character advancement (see **Karma**, p. 190, **SRII**), but the actual Karma cost is halved (round down) for Path Core Skills and Attributes. Because Walking a Path requires mastery of a range of skills rather than narrow specialization, a Follower may buy only one specialization or concentration per skill at the lesser Karma cost. He may also improve skills and Attributes outside the Path core, but must pay 1 additional Karma Point above the number specified in standard **Shadowrun** game rules. (See p. 190, **SRII**.)

Finally, no final limit exists for the improvements in Path Core Skills and Attributes that a Follower must achieve. Every Follower seeks to improve them as much as he can, but only the Bright Shining Spirits can judge the point at which he succeeds in Following his Path. They alone determine whether he may progress further.

SKILLWIRES

A Follower may not use skillwires for Path Core Skills. When Walking a Path, the Follower must develop the skills himself. Except for those Following the Path of the Druid, who eschew all cyberware, most Followers find it acceptable to enhance the body with muscle boosters and boosted reflexes, and a Follower of the Path of the Warrior may enhance his abilities with such additions as rangefinders and eye modifications, but no Follower may boost a Path Core Skill. Artificial cyberware increases are allowed for Path Core Attributes, but the character must still spend Good Karma Points to boost his unaugmented Path Core Attribute Ratings whenever possible.

KARMA GAINS

A Follower gains more Good Karma during a run by taking actions that further the goals of the Path he follows. When awarding Karma for such actions, the gamemaster should increase the Follower's Karma Award by 25 percent (round fractions up). For example, a Follower of the Path of the Warrior gains extra Good Karma through combat. A Follower of the Path of the Druid, on the other hand, gains extra Good Karma by advancing his knowledge and wisdom: acquiring a rare document, learning a spell from a Great Spirit after freeing it from durance, and so on. When awarding extra Karma, the gamemaster must use his own judgment about how well a given action fulfills a character's Path goals.

MAGICIANS AND ADEPTS

Even though all Follower characters are magically active, some Paths have special rules that differentiate between mages and adepts. Each Path description contains rules applicable to mages and adepts, including any that make distinctions between them.

METAMAGIC

For those gamemasters and players using the rules for metamagic found in **Grimoire II**, each Path description contains modifications to those rules specific to each Path.

BONUS DICE AND PENALTIES

Users of Path magic gain Bonus dice depending on the type of spell they cast, the time of year, and other circumstances that might reasonably affect a spell. Under certain circumstances, they may face a dice penalty. Each Path description contains the Bonus dice and/or penalties applicable to it.

PATH OF THE WARRIOR

Followers of the Path of the Warrior can only be physical or magical adepts, never full magicians. Given the intense physical focus of the Warrior Path, most such Followers are physical adepts.

PATH CORE

A Follower of this Path must develop the following Path Core Skills: Armed and Unarmed Combat, Firearms, three additional Combat Skills, any six Physical Skills, and any four additional skills of his choice. Typical examples of such additional skills might include Military History, with a specialization in either Irish/Tír history of the 20th–21st centuries or mythic battles; Psychology, with a specialization in

Deviant Behaviour; at least one Vehicle Skill, and a Technical Skill. A Follower must designate his Path Core Skills at the time of his initiation into the warrior Order of Cu Chulainn, because this initiation marks the beginning of the character's life as a Follower of this Path.

In addition to the skills listed above, the Follower of this Path has the following Path Core Attributes: Body, Strength, and Quickness.

MAGICIANS AND ADEPTS

All Followers begin as Grade 0 initiates in the Order of Cu Chulainn (see **Ways and Paths**, p. 65). Magical adepts gain Sorcery and/or Conjuring Skill as Path Core Skills upon initiation, whichever is most appropriate.

Physical adept initiates add 2 points to their Magic Attribute Rating, for a total Rating of 8.

METAMAGIC

Special rules for metamagic apply to centering and anchoring spells. Followers of the Path of the Warrior may not use centering for any actions related to combat, though non-Follower members may. For these members, typical centering actions include an aggressive wardance or, in the case of high-grade, non-Follower initiates, precisely targeting a weapon of assassination such as a morph-seeking rifle. When anchoring a combat spell, decrease the target number and Drain Level by –1. When anchoring illusion spells, increase the target number and Drain Level by +1.

OTHER MAGIC RULES

Followers of the Path of the Warrior suffer only one-half (round up) the normal Essence loss from cyberware implantation, provided that the cyberware is directly related to their Path and does not simulate Path Core Skills. For any other cyberware, Followers lose Essence per standard **Shadowrun** rules.

For specific rules pertaining to enchanting and bonding magical items, and to the summoning and handling of spirits, see **Enchanting** and **Magical Beings** on pp. 141 and 143 of **Additional Magic Rules**.

BONUS DICE AND PENALTIES

Followers of the Path of the Warrior receive Bonus dice under the following circumstances, as the gamemaster deems appropriate:

- 1 die when resisting or casting combat spells
- 1 die when resisting or casting combat spells during winter
- 1 die when resisting or casting combat spells within 72 hours of Imbolc (February 2nd)
- 1 die for every 2 grades of initiation when resisting or casting combat spells
- 1 die when resisting or casting combat spells in Ulster
- 1 die when resisting or casting combat spells in hills or mountains

A Follower of the Path of the Warrior loses 2 dice when casting illusion spells and 3 dice when resisting them. The character can offset these losses by making a successful Willpower Test against a target number equal to 10 minus one-half (round down) his grade of initiation. Every 2 successes he achieves restore 1 penalty die. If the Follower is on or in water, add a +2 modifier to the target number for the Willpower Test. The character may not gain Bonus dice from this test.

PATH OF THE STEWARD

Followers of the Path of the Steward can be any kind of magician or magical adept.

PATH CORE

Stewards have the following Path Core Skills to develop: Etiquette (Corporate); Leadership; Negotiation; any three additional Social Skills, any four computer- or communications-related skills; any four Knowledge Skills, at least two of which are directly related to the Steward's business activity; and four skills drawn from any area except combat.

In addition to the skills listed above, the Follower of this Path has the following Path Core Attributes: Charisma, Intelligence, and Willpower.

MAGICIANS AND ADEPTS

All Followers become Grade 0 initiates in the Order of Etain (see **Ways and Paths**, page 65). Magicians and adepts gain Conjuring and/or Sorcery Skill as Path Core Skills upon initiation, as the gamemaster deems appropriate.

METAMAGIC

When anchoring a health spell, decrease the target number and Drain Level by –1. When anchoring manipulation spells, increase the target number and Drain Level by +1.

OTHER MAGIC RULES

A Steward never accepts a geas restricting the use of health spells.

For specific rules pertaining to enchanting and bonding magical items, and to the summoning and handling of spirits, see **Magical Beings** and **Enchanting** on pp. 141 and 143 of **Additional Magic Rules**.

BONUS DICE AND PENALTIES

Followers of the Path of the Steward receive Bonus dice under the following circumstances, as the gamemaster deems appropriate:

- 1 die when resisting or casting health spells
- 1 die when resisting or casting health spells in the province of Leinster
- 1 die when resisting or casting health spells while in the air (for example, if levitating)
- 1 die when resisting or casting health spells during spring
- 1 die when resisting or casting health spells within 72 hours of Beltane (May 1)
- 1 die for every 2 grades of initiation when resisting or casting health spells

With regard to dice penalties, Followers of the Path of the Steward lose 2 dice for casting manipulation spells and 3 dice for resisting them. The character can offset these losses if the player makes a successful Willpower Test against a target number equal to 10 minus one-half his grade of initiation (round down). Every 2 successes achieved restores 1 penalty die. If the Follower is near a fire at least the size of a campfire, add a +2 modifier to the target number for the Willpower Test. Regardless of the outcome, this test earns the player character no Bonus dice.

PATH OF THE BARD

Because Bards fulfill so many roles in Tír society, more special rules apply to them than to Followers of any other Path. Followers of the Path of the Bard can be any kind of magician or magical adept.

PATH CORE

Bards must develop the following Path Core Skills: Art History, Artistic Composition, Performance Skill, any four Social Skills, any four Knowledge Skills not related to combat, and any four Language Skills.

With regard to Art History and Artistic Composition, the character may have a concentration or specialization in any art form he wishes: music, painting, and so on.

In addition to the skills listed above, a Bard has the following Path Core Attributes: Quickness, Charisma, and Willpower. He must also gain the two powers described below.

BARDIC POWERS

Alone among Followers, a Bard can gain the critter powers of Compulsion and Influence, and use them in the same way that a critter does. (see pp. 217–218, **SRII**,). To acquire either power, the Bard must spend 5D6 + 10 Karma Points. The gamemaster determines this power threshold during character creation and keeps it a secret from the Bard.

When awarded Karma, the Bard interested in acquiring a power must save at least 10 percent of his Karma Award toward the amount needed for each power (round fractions up). Because a Bard must gain these powers as part of his Path core, this saved Karma counts as part of the 70 percent average spent to develop Path Core Skills and Attributes. Once the Bard has accumulated enough Karma to exceed the threshold, he gains the power, providing that he has achieved at least Grade 3 initiation in the Order of Brigid. If he has not reached that grade of initiation, he gains the power upon attaining that grade.

The Bard may only use Compulsion and Influence when engaged in performance. For example, he can utter a compulsion while reciting a verse or song, when speaking of his painting or sculpture, or acting in a play. Each such use of a power expends 1D6 + 2 (round down) points of the Good Karma set aside for developing his Path Core Skills and Attributes, down to a minimum of 1 Karma Point.

ROLEPLAYING THE BARD

The Bard must use his skills to influence the audience of his art, but also use the powers he has spent so much Karma to acquire.

Rather than using magic or powers to influence those who experience his art for its own sake, such as the Tír elves who come to hear his latest interpretations of *sean-nós* Connemara singing, or to see his crystal sculptures, he uses them in other ways related to his art. For example, a Bard may use magic to compel a foreign businessman to pay him lots of nuyen for a work of art. If a viewer agrees in advance, or if the use of a power does not affect his art's integrity, a Bard may use powers and magic to enhance appreciation. Ultimately, such enhancement depends on the Bard's personal morality and artistic sense according to the gamemaster's discretion.

MAGICIANS AND ADEPTS

All Followers begin as Grade 0 initiates in the Order of Brigid (see **Ways and Paths**, p. 65). Magicians and adepts gain Sorcery and/or Conjuring Skill as Path Core Skills upon initiation, as the gamemaster deems appropriate.

METAMAGIC

When anchoring a manipulation spell, decrease the target number and Drain Level by –1. When anchoring health spells, increase the target number and Drain Level by +1.

OTHER MAGIC RULES

A Bard never accepts a geas restricting the use of manipulation spells.

For specific rules pertaining to enchanting and bonding magical items, and to the summoning and handling of spirits, see **Enchanting** and **Magical Beings** on pp. 141 and 143 of **Additional Magic Rules**.

BONUS DICE AND PENALTIES

Followers of the Path of the Bard receive Bonus dice under the following circumstances:

- 1 die when resisting or casting manipulation spells intended to control
- 1 die for resisting or casting controlling manipulation spells during the summer
- 1 die when resisting or casting controlling manipulation spells within 72 hours of Lugnasad (August 1)
- 1 die for every 2 grades of initiation when resisting or casting controlling manipulation spells
- 1 die when resisting or casting controlling manipulation spells in the province of Munster
- 1 die for resisting or casting controlling manipulation spells if standing within 10 feet and line-of-sight of a fire at least campfire size

Followers of the Path of the Bard lose 2 dice for casting health spells and 3 dice for resisting them. The player character can offset these losses if the player makes a successful Willpower Test against a target number equal to 10 minus one-half his grade of initiation (round down). Every 2 successes achieved restore 1 penalty die. If the Follower is suspended in the air, add a +2 modifier to the target number for the Willpower Test. The player can gain no Bonus dice from this test.

PATH OF THE DRUID

Followers of the Path of the Druid can be any kind of magician or magical adept.

PATH CORE

A Druid must develop the following Path Core Skills: Negotiation (without Concentration or Specialization), any twelve Knowledge Skills, and any four Physical Skills.

Though Negotiation is a Path Core Skill, a Druid may not develop it until he has learned wisdom by developing other skills. In order to influence others with a honeyed tongue, a character must have something worth saying. Among Knowledge Skills, many Druids choose to learn astronomy and/or astrology.

In addition to the skills listed above, Druids have the following Path Core Attributes: Charisma and Willpower.

MAGICIANS AND ADEPTS

All Followers become Grade 0 initiates in the Order of Ogma (see **Ways and Paths**, page 65). Magicians and adepts gain Conjuring and/or Sorcery Skill as Path Core Skills on initiation, as the gamemaster deems appropriate. Full magicians also gain Enchanting as a Path Core Skill.

METAMAGIC

When anchoring an illusion spell, decrease the target number and Drain Level by –1. When anchoring combat spells, increase the target number and Drain Level by +1.

Initiates of the Order of Ogma are experts at masking their auras. For anyone attempting to assense a masked Druid, increase the target number for that player character's Success Test by +2.

OTHER MAGIC RULES

A Druid never accepts a geas restricting the use of illusion spells. Also, an invisibility spell cast in any rural, outdoor area increases in power when cast by a Druidic initiate of the Order of Ogma on a fellow Druid. To reflect this increased strength, increase by +2 the target number for any Perception Test to detect a Druid under the influence of this spell.

For specific rules pertaining to enchanting and bonding magical items, especially for the creation of ogam stones, see **Enchanting**, p. 141 of **Additional Magic Rules**. For rules related to summoning and handling spirits, see **Magical Beings**, p. 143 of **Additional Magic Rules**.

BONUS DICE AND PENALTIES

Followers of the Path of the Druid receive Bonus dice under the following circumstances:

- 1 die when resisting or casting illusion spells
- 1 die when resisting or casting illusion spells in the province of Connaught
- 1 die when resisting or casting illusion spells on or in water
- 1 die when resisting or casting illusion spells in autumn
- 1 die when resisting or casting illusion spells within 72 hours of Samhain (November 2)
- 1 die for every 2 grades of initiation when resisting or casting illusion spells

With regard to dice penalties, Followers of the Path of the Druid lose 2 dice for casting combat spells and 3 dice for resisting them. A player character can offset these losses by making a successful Willpower Test against a target number equal to 10 minus one-half (round down) his grade of initiation. Every 2 successes achieved restores 1 penalty die. If the Follower is underground or surrounded by rock, add a +2 modifier to the target number for the Willpower Test. The player gains no Bonus dice from this test.

PATH OF THE RÍGH

Followers of the Path of the *Rígh* must be full magicians.

PATH CORE

Followers of the *Rígh* must develop the following Path Core Skills: Armed Combat, Etiquette (Elven), History (Ireland/Tír), Leadership, Magical Theory, Unarmed Combat, any two additional Combat Skills, any two Physical Skills, and any two additional Knowledge Skills not related to combat.

In addition to the skills listed above, Path Core Attributes include all standard Attributes. All Attribute Ratings may exceed the normal racial maximum for elves by 1, except for Charisma, which has a maximum of 11.

MAGICIANS AND ADEPTS

All Followers of this Path begin as Grade 0 initiates of the Order of the Sun, Moon, and Stars (see **Ways and Paths**, p.

65). Magicians gain Conjuring, Sorcery, and Enchanting Skills as Path Core Skills on initiation.

METAMAGIC

When anchoring a spell, decrease the target number and Drain Level by –1

Because initiates of the Order of the Sun, Moon, and Stars excel at the metamagical technique of Dispelling, reduce the target number of all Dispelling attempts made by an initiate by –2.

OTHER MAGIC RULES

Exceptionally powerful magicians, Followers of this Path increase their Magic Attribute by +1 at every grade of initiation, including Grade 0. A *Righ* never accepts a geas restricting the use of spells of any kind.

For specific rules pertaining to enchanting and bonding magical items, and to the summoning and handling of spirits, see **Enchanting** and **Magical Beings** on pp. 141 and 143 of **Additional Magic Rules**.

Because initiates of the Order of the Sun, Moon, and Stars have a particular gift for ritual magic, reduce target numbers for all stages of ritual sorcery by –1. In addition, each such initiate receives 1 Bonus die when making a Drain Resistance Test.

BONUS DICE AND PENALTIES

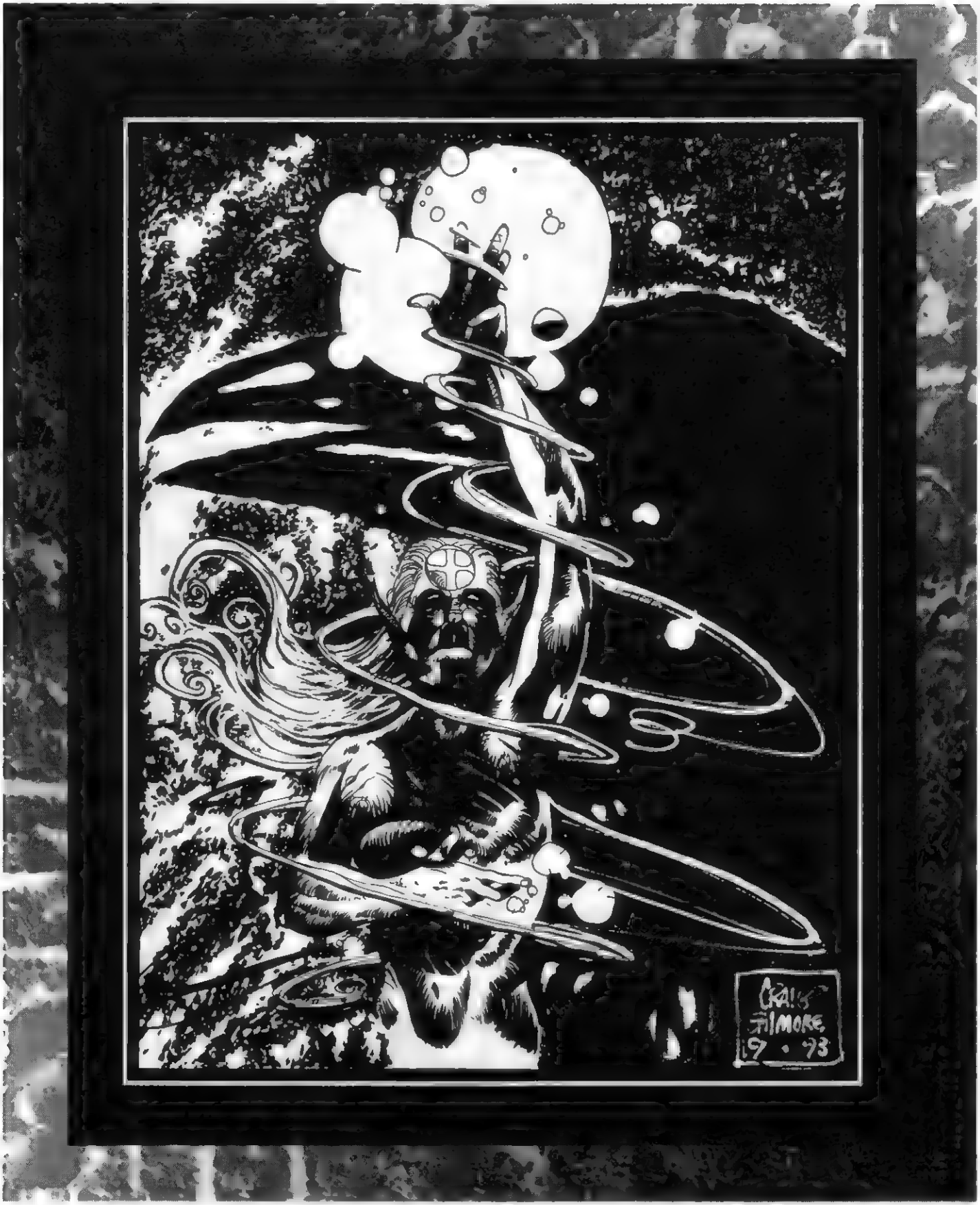
Followers of the Path of the *Righ* receive Bonus dice under the following circumstances:

4 dice whenever resisting and/or casting *all spells*

1 die when resisting and casting spells in the province of Meath

1 die for every 2 grades of initiation when resisting or casting spells

Followers of this Path have no dice penalties.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ADDITIONAL MAGIC RULES

This section includes specific rules pertaining to various areas of magic within Tír na nÓg. The information on enchanting and magical beings includes special rules for Followers and for non-Followers who are initiates of the Tír's magical orders; the section on magical phenomena provides game mechanics for dealing with magical oddities unique to the Tír.

ENCHANTING

Enchanting is a vital magical skill within the magical orders of Tír na nÓg. The following special rules apply to the creation and use of enchanted items by initiates of those orders.

BONDING FOCI

A Follower initiate of a Tír magical order pays a reduced Karma cost to bond any spell focus appropriate to his order. For example, an initiate of the Order of Cu Chulainn might bond a combat spell focus. For a Grade 0 initiate, multiply the basic Karma cost per standard **Shadowrun** rules by 0.9 to find the reduced Karma cost for bonding. Each successive grade of initiation reduces the cost by an additional .05, down to a minimum of 1 Karma Point. Bonding an item "opposite" to the initiate's orientation, such as a combat spell focus for a Druid or a health spell focus for a Warrior, costs 1.25 times the amount of Karma given in standard **Shadowrun** rules, reflecting the initiate's lack of affinity with the opposed element. For the purpose of bonding by initiates of the Order of Cu Chulainn, treat weapon foci as combat items. As masters of the magical arts, initiates of the Order of the Sun, Moon, and Stars pay a reduced Karma cost for *all* magical items. These increased and reduced Karma costs for bonding apply to first bondings as well.

Druidic enchanting follows the rules for British hermetic druids given on pp. 30–32, **Grimoire II**, unless the initiate is enchanting a combat-related item. In this case, he needs a complete enchanting shop to accomplish his task. Druids detest enchanting metallic items, and rarely create combat items for this reason.

The multipliers given for reducing and increasing Karma cost can also be used to determine the time required to enchant different items, such as fetishes or unique objects. However, Followers rarely use fetishes, considering them trivial and beneath their dignity. Should a Follower ever need one, he usually obtains it from a non-Follower initiate of his order. Because Follower initiates of the Order of Cu Chulainn are only adepts with Sorcery Skill, they do not learn enchanting, and must depend on non-Follower initiates within the order to enchant foci for them.

For bonding items appropriate to an initiate, reduce the target number for all Enchanting Tests by –1. For "opposed" items, increase the target number by +1.

OGAM STONES

Initiates of the Order of Ogma specialize in the creation of ogam stones, and use these smooth, intricately designed and carved pebbles in a wide range of magical operations. Ogam stones may be spell-specific or serve as general power items. The second type of ogam stone is much more powerful than the spell-specific variety, and generally only higher-grade initiates can enchant them.

Spell-specific ogam stones have the following magical qualities: they add 1 die to the Magic Pool when the user casts the specific spell type as designed by the enchanter, 1 die when casting that spell type within 72 hours of the equinox date appropriate to that spell, and 1 die to the user's resistance against the spell type.

An initiate can enchant a simple ogam stone for a specific individual in 7 days at a cost of 6 Karma Points. The individual receiving the stone must be present during the final stages of the enchantment and must provide roughly a quarter of a pint of blood for use in the final, ceremonial bonding. Thereafter, only the specific individual for whom it was designed may use the enchanted item. When the recipient donates blood for the bonding, he is handing the initiate a potential material link for ritual sorcery, and so few people request an ogam stone lightly. The bonding costs the recipient only 1 Karma Point; appreciative of the discount, most Tir elves are *very* nice to initiates of the Order of Ogma.

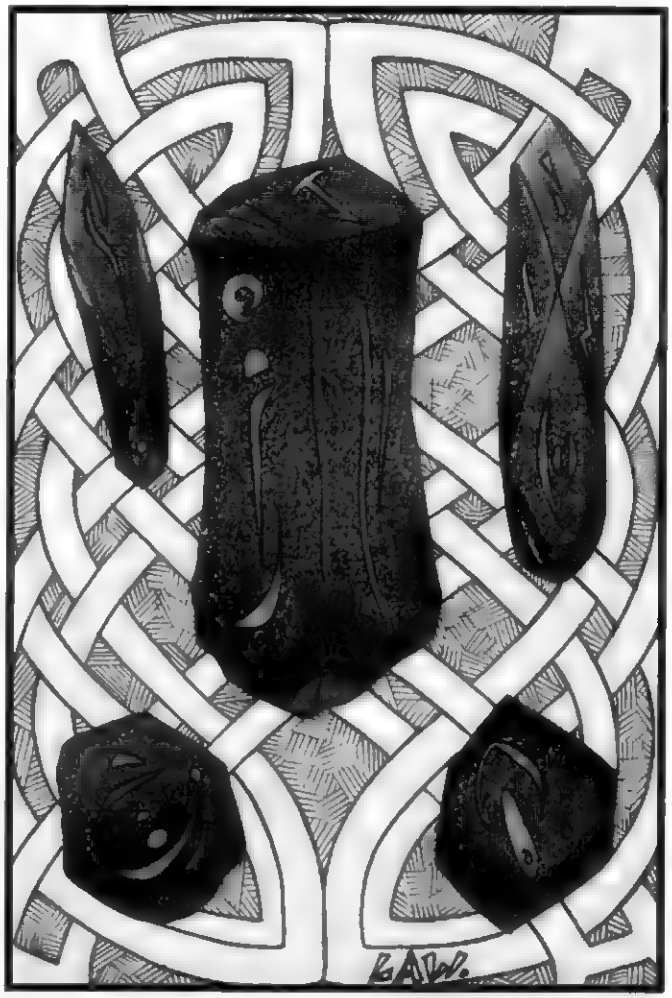
General-use ogam stones are complex, unique enchantments created as multi-purpose, "stacked" power/spirit foci. To create one, follow the rules for stacking enchantments given on pp. 26–27, **Grimoire II**, but reduce the Karma cost and time required by one-half. As with simple ogam stones, blood bonds the item to its recipient; the bonding costs a number of Karma Points equal to the focus' desired Power Rating plus 1 Karma Point for every 2 Rating Points for the secondary focus, rounding fractions up. For example, a Rating 7 power/Rating 5 spirit focus costs 10 Karma points to bond: 7 points for the power rating, plus 2.5 points for the spirit focus = 9.5, rounded up to 10 points. In general, initiates of Ogma only create these stones for those they trust or wish to have permanently in their debt. Most initiates, wishing to keep track of these prized creations, attune friendly spirits to the item during its creation; through these spirits, the initiate can trace the ogam stone's unique astral form as if it were a spell lock. Note that a character can have only one simple and one complex ogam stone at one time.

GATHERING ENCHANTING MATERIALS

Because the different magical orders help each other to find suitable materials for enchanting, reduce all gathering time by half from the rules given in **Grimoire II**. Initiates of Ogma who are also Druids can only use virgin telesma to make enchanted objects, and jealously guard the locations of such prized material. Though other initiates need not use virgin telesma, they prefer to use unprocessed materials such as wood, plants, crystal, and stone.

OTHER ENCHANTING RULES

For other enchanting rules such as analyzing items, adding alchemical materials, and so on, apply the multipliers given for bonding foci. If an enchanter is dealing with an item appropriate to his magical orientation, reduce times and Karma costs; if an item opposed to his orientation, increase times and Karma costs.



MAGICAL BEINGS

Followers and other initiates of Tír na nÓg's magical orders have specific ways of dealing with magical beings, described in the following pages.

ELEMENTALS

All Followers with Conjuring Skill can use it to summon elementals, including adepts of the Path of the Warrior. However, Warriors may *only* summon earth elementals, reflecting both their affinity for the earth and their relative lack of magical ability. As indicated in the table below, elementals of the element closely connected with the summoner bring him or her potential bonuses; summoning an elemental of an "opposed" element carries potential penalties.

CONJURING BONUS/PENALTY TABLE

Variable	Bonus	Penalty
Time required	Standard time x 0.9*	Standard time x 1.25
Conjuring Test target number	–1	+1
Services performed	(Successes + 1)	(Successes – 1)**
Drain Resistance target number	–1	+1
Great Form summonable	Yes	No***

Notes

*Base multiplier reduced by .05 per summoner's grade of initiation

**A number of successes less than zero equals zero.

***Summoner may conjure Great Forms of other elementals.

NATURE SPIRITS

Followers can summon both elementals and spirits, but members of each magical order may *only* summon the spirits of that order's specific domain as listed below. Summoning these spirits carries the same bonuses and penalties as for elementals (see Conjuring Bonus/Penalty Table, above).

SPIRIT DOMAIN TABLE

Magical Order	Spirit Domain
Cu Chulainn	Spirits of the Land ("Spirits of Earth")
Etain	Spirits of the Sky
Brigid	Spirits of the Great Fiery Firmament
Ogma	Spirits of the Waters
Sun, Moon and Stars	All spirits (bonuses for all; no penalties)

The nature of Spirits of the Great Fiery Firmament is extremely controversial among magicians across the Sixth World. Most claim that they are little different from ordinary fire elementals, but the Bards of Tír na nÓg maintain otherwise. They claim that these fiery spirits have an affinity with solar fire, the source of all life on the planet, the all-pervasive light and life-giving warmth of the sun. The natural domain of these spirits can be anywhere from a volcano to an object hotter than blood temperature. Generally, they exist in such objects in latent form. If he chooses, for example, a Bard might summon such a spirit from the tin roof of a shack on a scorching summer's day. As yet, Tír researchers have not determined the metaplanar home of these spirits, and few outside the Tír even believe they exist. Bards recognize two types of Spirits of the Fiery Firmament: Latent Fire Spirits and Manifest Fire Spirits. Their statistics are listed below:

SPIRIT OF THE GREAT FIERY FIRMAMENT

Latent Fire Spirit

B	Q	S	C	I	W	E	R
F + 2	(F + 2) x 5	F – 2	F	F	F	(F)A	F

Powers: Accident, Engulf, Flame Aura, Flame Projection, Guard, Movement, Psychokinesis

Domain: Within/beside hot objects and/or places.

Manifest Fire Spirit

B	Q	S	C	I	W	E	R
F + 4	(F + 3) x 5	F + 4	F	F	F	F(A)	F + 2

Powers: Accident, Engulf, Enhanced Movement, Flame Aura, Flame Projection, Guard, Movement, Noxious Breath, Psychokinesis

Domain: Volcanoes, raging fires, firestorms, forest fires, and so on.

ALLIES

Tír hermetics, including Followers, rarely create allies. They regard the process of creating the ally's dead shell and forcing a spirit to occupy it with distaste, a use of power without regard for the discipline and morality of the Paths and the Wheel of Spirits. However, initiates of the Order of the Sun, Moon, and Stars create allies to act as guardians during ritual sorcery and other activities; these enlightened, powerful initiates regard allies as useful tools. For these highly skilled magicians, creating an ally costs time and Karma to a maximum of 90 percent of the values given in standard **Shadowrun** rules, less 5 percent per grade of initiation of the magician creating the ally. Time and Karma costs may not drop below 50 percent of those given on pp. 70–72 of **Grimoire II**.

For any attempts to banish the ally, add +2 to all normal target numbers for any magician not a member of the Order of the Sun, Moon, and Stars. For initiates of that order, use target numbers per standard rules (see p. 72, **Grimoire II**).

FREE SPIRITS

Many Tír magicians of senior grades of initiation have warm relations with free spirits. Free Spirits of Man, called by Tír mages "Free Spirits of *Tuatha*," are often regarded as messengers from the Bright Shining Spirits of the Northern Islands. Most of the Tír's free spirits are guardians and animus/anima spirits, and very rarely a trickster may turn up. A small number of players are believed

active within major commercial corporations, allied with Followers of the Path of the Steward.

Using the rules for free spirits and Karma on pp. 76–77 of **Grimoire II**, if initiates of any magical order choose to give Karma to a free spirit, they add a 25 percent bonus, rounding fractions greater than one-half up and less than one-half down. For example, an initiate who gives 7 Karma Points to a free spirit ends up giving the free spirit the equivalent of 9 Karma Points (7 + 1.75 = 8.75, rounded up to 9).

Tír magicians *do not* bind free spirits, finding the idea of forcing a free-willed spiritual being into subservience abhorrent. Knowing this, free spirits aid Tír magicians out of gratitude and respect. Free spirits often help create stunning artwork for export, thus enriching the Tír; they sometimes control the Tír's enemies through their power of Possession, or adopt human form to deceive and spy on such people. They also Dispel the efforts of mages trying to spy on or use ritual sorcery against a Tír magician and perform many other similar services.

MAGICAL PHENOMENA

The following pages contain game information for dealing with certain powerful magical phenomena unique to Tír na nÓg: the Veil, cairn lines, magical storms, and the Wild Hunt.

THE VEIL

Tír na nÓg's first line of defense, the Veil surrounding the island, combines magic with sophisticated technology. (For more information, see **Facts At Your Fingertips**, pp. 15–16.) Its technological components can be understood at least in theory, but its magical element remains a mystery. Many view the Veil as a feat of magical engineering beyond the ken of most 21st-century magicians.

Surrounding Tír na nÓg on all sides at a distance of 12–18 kilometers from the coastline, the Veil extends roughly 20 meters above sea level. Popular belief to the contrary, it does not interfere with air travel; reports of such interference stem not from the workings of the Veil, but from mental manipulation by government mages monitoring Tír airspace. Tír airspace lies outside the Veil, and the Tír blankets it with a series of overlapping, detail-imaging radar systems. The Veil affects any sentient creature within its 400–600 meter area in a manner similar to a Chaotic World spell with a variable Force level. Each Combat Turn, the Force of the spell fluctuates between 4 and 9. To determine the Force for a given turn, roll 1 die and add 3 to the result. In addition to suffering the standard effects of a Chaotic World spell, those affected move randomly away from their intended direction. In other words, if runners want to head east in a puny boat and the Veil affects their helmsman, he heads in any direction except east as determined by the gamemaster. The Veil's Chaotic World spell also affects electrical sensing devices, making it difficult to combine autopilot maneuvers with smart guidance systems that use sensors to detect other vessels. Finally, the Veil's effects cannot be Dispelled. Only a simple compass can pass through the Veil unaffected.

The Veil is suspended across the Tír's official ferry lanes, specifically mapped corridors roughly two kilometers wide. Naval security vessels constantly patrol these narrow access channels, checking all incoming and departing vessels.

CAIRN LINES

Not unlike the better-known ley lines of Britain, the Tír has lines of magical force that interconnect ancient burial sites and other places of power across Tír na nÓg (see **Cairn Lines**, p. 100 of **Tír Provinces**). A map of the major cairn line as well as a map of cairn and tomb sites, is located at the back of this book. The lines of force have background count levels ranging from 1 to 4 (see **Background Count**, p. 89, **Grimoire II**). When standing on a cairn line, a Follower of the Path of the Druid casting a spell can use the background count to aid him. In game terms, he receives a number of Bonus dice equal to the background count, which he may add to his Magic Pool. For ritual sorcery and enchanting, the Druid can use the background count to reduce target numbers for all tests made by an amount equal to half the background count (round fractions up). Such delicate operations are usually carried out at actual cairn sites or at castles and fortified residences placed strategically along cairn lines, rather than elsewhere along the cairn lines.

Cairn line background counts do not remain static; their energies ebb and flow in accordance with the movements of the sun, moon, and planets. As part of their Magical Theory studies, Druids can predict such power surges: though the background counts shown on the cairn line map represent the typical level for a given line, power surges that raise the level by 2 to 5 points above normal occur for 12 hours around the dawn of Samhain (November 2). Other surges occur at the gamemaster's discretion. Those who know lunar cycles and astrology can have fun playing with these fluctuations in power.

Specific Lines

The Great Cairn Line, shown on the map at the back of this book, has a base Background Count of 3. It increases to 5 around dawn at Samhain, and the gamemaster is encouraged to add other power fluctuations in accordance with seasonal changes. Instead of mapping other cairn lines specifically, a separate map shows the areas in which the different cairn and tomb types are concentrated; between these sites, the gamemaster may plot additional cairn lines as he wishes. This cairn line network is still emerging from the transforming land, and it has its own fluxes and flows that the Tír elves have yet to learn. Rather than pin everything down, the gamemaster may map cairn lines with base Background Counts of 1 or 2 in other areas of the Tír, using the given cairn/tomb density as a reference.

With regard to specific cairn sites, the tomb complex at Newgrange has a Background Count of 4, which rises to 5 for 4 days before and after the winter solstice (Alban Arthuan). Other sites may have static or dynamic background counts as the gamemaster sees fit, up to a level of 4.

DOINEANN DRAOIDHEIL

The dreaded *doineann draoidheil*, permanent storms of magical energy that disrupt all magical operations, exist at a few specific locations in the Tir. They are shown on a map at the back of this book, together with each storm's Force Rating. The Force Rating applies as a modifier to target numbers for all magical operations in the area of the magical storm, which waxes and wanes; it may be a few hundred yards long one day, a five-mile radius the next. (See ***Doineann Draoidheil***, p.101 of **Tir Provinces**.) In determining storm fluctuations, the gamemaster should apply the principles of the lunar cycle.

Initiates of the Order of the Sun, Moon, and Stars are the only magicians in the Tir potentially powerful enough to control the *doineann draoidheil*. Any initiate attempting a magical operation near or in the storm may make a Magic Test against a target number equal to twice the storm's Force Rating, reduced by –1 for every 2 grades of initiation the mage possesses, rounding fractions up. If the test is unsuccessful, the initiate suffers 9D Drain. If the test is successful, the initiate suffers no damage from the storm and can use some of its magical energy for his own operations.

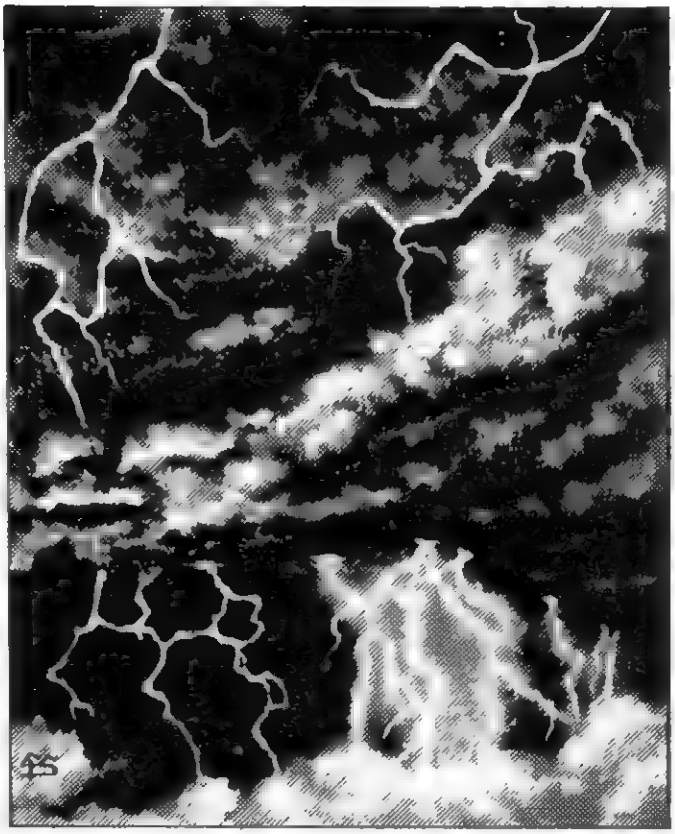
To determine how much energy he can use, the successful initiate rolls 1 die for each success he achieved in his Magic Test, subtracting 1 from each die roll. He then totals the die roll results, up to a maximum that equals the storm's Force Rating. That total represents the bonus the initiate can use for his magical or astral operations. This bonus can be huge, but so can the danger. The player adds a number of dice equal to the bonus to his Magic Pool. The bonus lasts for a number of minutes, determined in the same way; the gamemaster rolls 1 die for every success the player achieved in his Magic Test, subtracts 1 from each die roll result, then adds the results together. Depending on the number of successes he achieved in his Magic Test, the player may or may not know how long his bonus will last. He may estimate it with varying degrees of accuracy, as shown on the table below:

BONUS TIME TABLE

Successes	Information
0	No information
1	Estimate accurate within 50 percent
2	Estimate accurate within 25 percent
3+	Estimate exact

After using the power of the *doineann draoidheil*, the initiate suffers Drain of 9D when he relinquishes his hold on power. He resists this Drain per standard **Shadowrun** rules.

Only initiates of the Order of the Sun, Moon, and Stars may harness the *doineann draoidheil* in this manner. Such use poses enormous risks; not only must the mage guard against the effects of the storm itself, but also against the spirits and magical beings attracted to storm areas. A prudent initiate always takes bodyguards and a friendly spirit or two to act as guardians; according to some reports, initiates of Grade 6 and above brave the magical storms as part of a Quest Ordeal. Many believe that they must face such a storm alone in order to travel to the metaplane of the Bright Shining Spirits.



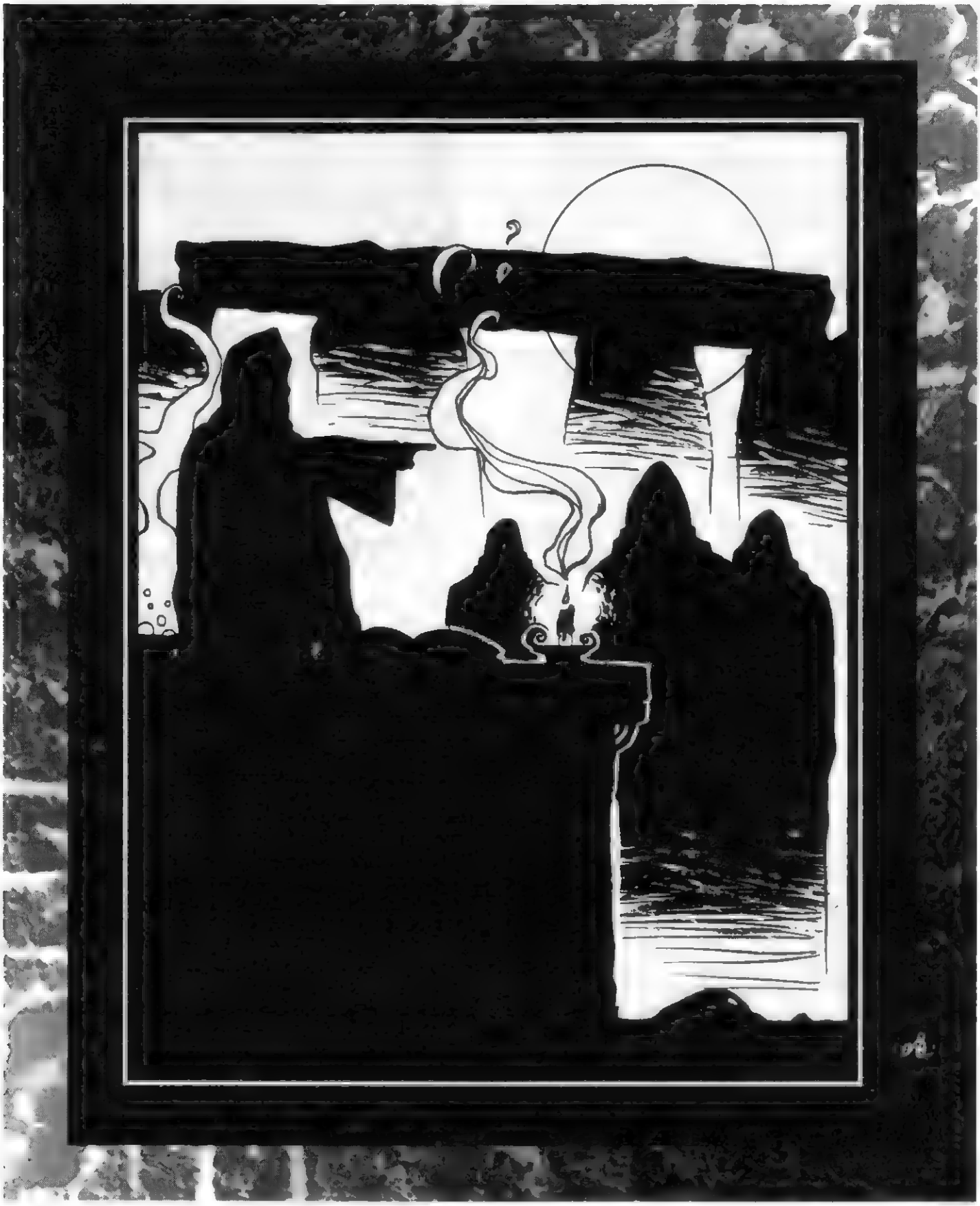
Specific Storms

The Force Ratings shown for the storms on the map is a base rating. The gamemaster should feel free to change this rating in accordance with seasonal and other factors, raising or lowering it by 50 percent or more at certain, singular times: for example, planetary conjunctions, the activity of Great Spirits in the area, a momentous event such as the appearance of the Wild Hunt, and so on.

THE WILD HUNT

Deadliest of all the forces that the Order of the Sun, Moon, and Stars can command is the Wild Hunt, described in detail in the **Paranormal Animals of Europe** sourcebook. In a Tir na nÓg campaign, only the most powerful initiates of this order can possibly command the Wild Hunt, and only do so with permission from Lady Brane Deigh and the Seelie Court. Because runners are far more likely to be on the receiving end of the Wild Hunt than to be the initiates who raise it, this book gives no formal rules for raising and commanding this unique entity. Instead, the gamemaster may determine precise rules.

Keep in mind that Tir mages only tend to call the Wild Hunt to deal with a major threat to the Tir, such as toxic shaman activity or powerful ritual sorcery targeting a major *Danaan-mór* Family, and so on. Such a threat works better as the focus of a campaign, rather than of a single adventure involving shadowrunners.



DRUIDS

In addition to the elven Followers of the Druid Path, human and occasional ork, dwarf, and troll druids exist in Tír na nÓg. Most of them live in the west and southwest, coexisting warily with the Tír elves. Akin to the wild, shamanic, Celtic druids of Wales, Scotland, and Cornwall, the Tír druids regard the protection of the land as their chief concern. Because the Tír elves support this goal and know that the widely scattered druids can offer no organized opposition to the elven order, the Tír elves tolerate them. However, this tolerance remains grudging. Never entirely certain what the non-elven druids are up to, most elven druids find themselves torn between contempt for their non-elven fellows and a nagging sense that the non-elven druids might know something they do not know. The elves regard the non-elven druids' use of shamanic totems as a degenerate, atavistic impulse, and yet have enough respect for the power of those totems to forbear raising a hand or a weapon against those whom the totems guard. To slay a druid of any metatype carries an automatic death sentence; no *brehon* may take any alleged mitigating circumstances into account.

Most non-elven druids of the Tír are simple men and women, espousing a life of humility, poverty, and almost deliberate ignorance of the wider world. About the world beyond the Tír, they know little and care less. The Emerald Isle is their land; they protect and cherish it, and have no interest in anything else. However, some Tír druids have ties to Celtic druids in Wales and Scotland. Often, such relationships are simple kin ties, especially among the druids of northern Connaught and Ulster who have relatives in Scotland. However, older and more experienced human druids use spirits on occasion to communicate with British cohorts across the Irish Sea. Neither the Tír nor the British government knows why, and both keep a wary eye on their respective druid populations.

SPECIAL RULES

Like elven Druid Followers, non-elven druids can use the powerful magical energies along the cairn lines. The elves find this confusing and a little frightening; their belief system states that non-elven druids should not be able to accomplish such a feat. To manipulate the energies of the background count along the cairn lines, non-elven druids use the rules given in **Path Magic**, p. 134, for elven Druid Followers.

Unlike their elven counterparts, non-elven druids do not have formal magical orders, nor can they create ogam stones. In other respects, they follow the standard rules for druids given in **Grimoire II** and the **London Sourcebook**.

TOTEMS

Non-elven Tir druids use the totems of Irish beasts: Bear, Boar, Bull, Horse, Serpent, and Stag. For a description of the Bear totem, see p. 120, **SRII**. Serpent is the Irish equivalent of the Wyrm totem described in **Grimoire II** and the **London Sourcebook**, with certain modifications that reflect this totem's special aspects in the Tir. The description of the Serpent given below includes the rules for Wyrm, reprinted from the **London Sourcebook**. Other totems described below are new, and unique to Tir na nÓg.

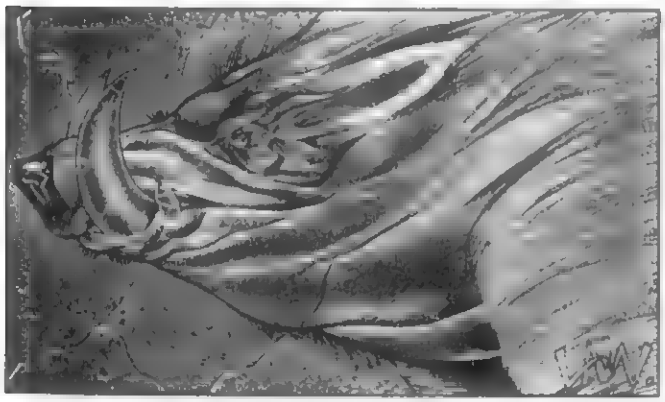
Boar

Characteristics: Strong and aggressive, the territorial Boar defends his home with ferocity. Boar always guards a sacred site, such as a stone circle, or a burial site of a figure who played a pivotal role in the Tir's long, sacred history. Boar attacks any who threaten his land, himself, or those dear to him. He rarely attacks without good reason, but once roused will not yield until he has driven the enemy far from his territory. Neither clever nor subtle, Boar uses violence in combat rather than strategy.

Favored Environment: Sacred sites, thick forests.

Advantages: +2 dice for combat spells, +1 service from any spirit summoned for combat purposes.

Disadvantages: The gamemaster determines whether or not someone has invaded Boar's territory, at which point Boar must attack. He gives no warnings, though those associated with him may. Once engaged in combat, Boar refuses to let up until his enemies turn tail and flee, even when Boar is heavily outnumbered. The Boar druid's player must subtract 2 dice when resisting illusion spells.



Bull

Characteristics: Bull is a warrior and a leader. Of all the Tir druids, those who follow Bull tend to keep in closest touch with other druids and to organize resistance against incursions into druidic territories. Common folk both admire and fear Bull, glad of his presence as a defender but wary of his charisma and ambition. Proud Bull never forgets a slight or insult. He is generous to those he cares for and hostile to those who might harm them. Bull is wary of the Danaan elves, who pose a potential threat to "his" druids. In the druids' rare disputes among themselves, they often turn to Bull for judgment and regard his word as final. Regarding Bull as a chieftain, other druids usually defer to their fellows who follow him, at least in temporal affairs.

Favored Environment: Anywhere in the Tir countryside.

Advantages: +2 dice for health spells, +1 dice for combat and detection spells.

Disadvantages: Bull has no disadvantages in terms of game statistics. However, he cannot forget an insult or a slight and must eventually avenge it. Bull cannot support any cause he knows or believes to be unjust. To reflect his role as a leader, a Bull druid must assign a value of at least 4 to Charisma during character generation. Because Bull strives to maintain high standards for himself and his associates, he is not always easy to get along with.

Horse

Characteristics: Swift and strong, Horse is the embodiment of freedom. He roams at will across the Tir and cannot bear confinement, restrictions, or rules. Though never willful or malicious, Horse can be unpredictable.

Horse has a secondary aspect as a fertility symbol; carved symbols of Horse exist in sites near lover's walks all across the Tir. More than a few Irish farmers keep a loaded shotgun between a Horse druid and their daughters, but Horse's fertility extends beyond himself and his followers. The farming folk believe that Horse's presence guarantees good harvests and the land's fertility. Horse overlaps with Stag in the area of fertility, causing considerable competition between the two totems. Though not openly hostile, they have little love for each other. To avoid poaching on Stag's territory, Horse prefers cultivated areas to the wild lands and often works with farmers and rural people. Because of his strong connection to human habitation, some believe that Horse has the least spiritual awareness among the druids of the Tir.

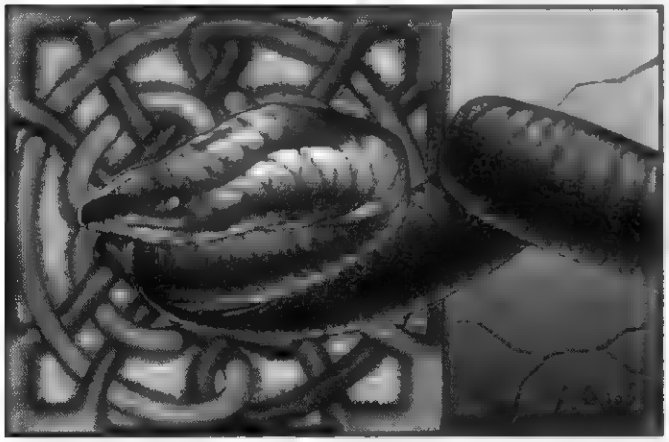
Favored Environment: Farmland, light woodland, rural areas near forests

Advantages: +2 dice for health spells, use of the critter power Enhanced Movement (3 times per day), +2 dice for conjuring Prairie Spirits.

Disadvantages: Horse dislikes open conflict and also refuses to make promises or enter into agreements that restrict his freedom of action too greatly. For this reason, the gamemaster must make frequent judgment calls when working a Horse druid into a long-range plan. Horse tries to keep his options open; he often equivocates and acts indecisively. Subtract 1 die when resisting combat or illusion spells.

Serpent

Characteristics: Like Wyrm, Serpent is a great lizard, slow and ponderous, a non-magical cousin to dragons or, some say, a stunted form akin to the axolotl. Serpent is not intelligent, nor is he swift. He is slow to act and unable to seize the initiative when events transpire rapidly. But he has strength, great recuperative powers, and is merciless once he has gained the upper hand over an enemy. He is peaceable, but unforgiving if provoked. Serpent also has a singular power of will and can dominate others simply by its force. In the Tír, a Serpent druid is an outcast. Remembering the legend that St. Patrick cast the serpents out of Ireland, ordinary Irish folk ostracize Serpent. Despite his lazy, gentle nature, people often fear Serpent because of his associations with death and the underworld. For these reasons, a Serpent druid shuns contact with other people, save for a handful of his fellow druids. He frequently counts faerie folk, especially the talkative and mischievous leshy, among his closest friends. The affection between the quicksilver, jabbering leshy and the lumbering, kindly Serpent druid represents an attraction of opposites, but the leshy protect their friends with fierce devotion.



Favored Environment: Mountains

Advantages: +2 dice for health and manipulation spells, +2 dice for conjuring mountain spirits.

Disadvantages: Serpent often does not know when to let go: if engaged in combat or another ongoing activity with an opponent, such as playing out a session of the Druidic Stone Game, Serpent must make a Willpower (6) Test to quit and do something else instead. Serpent is also slow and lazy and sleeps for lengthy periods. Serpent druids must sleep an average of 70 hours per week.

Stag

Characteristics: Stag is noble, swift, intense, and feared by ordinary folk and even by a few other druids. Though closely connected with the fauna and flora of the land, Stag also carries the burden of an ancient legend of death and rebirth. Stag represents both the timeless pain and joy of birth and the death that comes to all. Though feared for his affiliation with death, Stag is not outcast like Serpent; without the cycle of ending and beginning, none can be born. Non-elven druids treat Stag warily because of his connection to the Wild Hunt. Having lost the secret of raising it, non-elven druids see it as a fearsome, uncontrollable energy that elven Druid Followers might direct against them. Despite widespread fear and awe of Stag, none dare reject him or fail to show him hospitality. Stag is preoccupied with spiritual matters, and has considerable dealings with nature spirits. Their totem's otherworldly concerns make Stag druids the most detached of all Tír druids.

Favored Environment: Anywhere in the rural Tír. Stag prefers thick forests, but travels widely.

Advantages: +2 dice for health spells, +1 dice for illusion spells, +2 dice for conjuring Forest Spirits. For tests involving communication with and reactions from sentient animals, Stag reduces all target numbers by –1.

Disadvantages: Subtract 1 die when resisting manipulation spells.

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ARMS & EQUIPMENT

Smuggling weapons and other controlled equipment into Tír na nÓg is a difficult proposition, and so most foreign-based runners will need to purchase equipment after their arrival in the country. In the controlled society of the Tír, weapons and illicit equipment are far from readily available on the streets and will cost the buyer a pretty nuyen. Because most of the people with access to illegal weapons in the Tír tend to use them for terrorist activity, a prospective purchaser had best watch his back.

GENERAL RULES

The Armaments Éireann-Tír corporation (AET) makes most of the weapons used in Tír na nÓg. Though these weapons have their own names and idiosyncrasies, treat them as equivalent to Ares and Ingram weapons found in **SRII** and the **Street Samurai Catalog** (**SSC**) in terms of size, weight, and effect.

COSTS AND AVAILABILITY

Weapons cost considerably more in Tir na nÓg than in most other nations. Use the following multipliers, based on standard weapon prices:

Purchase of a hand weapon (non-firearm)	x 1.5
Purchase of a hand weapon (firearm)	x 3.0
Purchase of an automatic weapon	x 5.0
Purchase of a heavy weapon	x 8.0
Purchase of explosives	x 4.0
Purchase of military weapons	x 8.0
Purchase of accessories	Same mark up as for weapon type

The most popular and widely available AET weapons are listed below, with their Ares/Ingram equivalents:

Standard	AET Version
Fichetti S500	NN8 Light Pistol
Fichetti S500a	NN8/2 Light Pistol
Ares Predator	NN11 Heavy Pistol
Ares Viper Slivergun	NN12 Heavy Pistol
Remington Roomsweeper	NN15 Heavy Pistol
HK227	NN22 SMG
Defiance Super Shock Taser	*Dealanach* Taser

AET heavy pistols use 25-shot clips, and have 1 point less concealability than standard weapons. Increase weight for AET heavy pistols by two-tenths (.2).

Reflecting the overwhelming difficulty of obtaining unlicensed weapons in Tir na nÓg, the gamemaster should determine availability. Acquiring such weapons can be an adventure in itself, especially for foreign-based runners who have no contacts in the Tir.

MORPH-SEEKING WEAPONS

These sophisticated sniper rifles have an integrated Smartgun link and an onboard computer wired to the user's visual and motor cortex. The system uses advanced pattern recognition to analyze and identify targets in the weapon's rangefinder. When the probability of accurate identification exceeds 99 percent, the weapon signals its readiness. The control system then integrates with the sniper's motor cortex, allowing him to maximize the effectiveness of his shot. If necessary, the sniper can overrule both weapon activation and the selection of the target.

Individually made for the few expert counterterrorist snipers who use them, morph-seeking weapons use advanced CNS function analysis, retina scanning, and so on, to identify their user and are programmed to detonate if activated by anyone else. Runners cannot use them, not even if they beg. Tough luck, chummer.

Game statistics for the standard AET morph-seeking rifle appear below.

Concealability: N/A
Ammunition: 6(m)
Mode: SA
Damage: 16S
Weight: 6
Availability: N/A
Essence Loss: 1.0 (including Smartgun link)

SPECIAL ARMOR

Key TRC personnel have access to unique armor studded with spell foci or spell locks, intended to provide permanent protection against magical and other attacks. Called "Cu Chulainn armor" because most of its wearers are Followers of the Warrior Path and revere that mythic hero, the armor is lightweight but strong. Treat as partial suit armor, with one-third normal game statistics. Ballistic and impact protection varies widely, depending on the wearer's mission and needs. Standard-issue Cu Chulainn armor has a Ballistic/Impact Rating of 4/4, but members of the elite *Reach Fuileach* hunting Protestant terrorists in Ulster might wear armor with Ballistic/Impact Ratings as high as 9.9. Runners have almost no chance of acquiring such armor for themselves; the enchantments woven into it create an astral trail straight to the thieving runner, who will end up dead in short order. For this reason, the gamemaster determines what unique magical protections each suit of armor actually has. Spell locks that protect against powerful, mind-influencing magic are commonly employed; illusion spells are often the TRC's one weak spot. For those players inclined to steal a suit of armor, keep in mind that individual TRC elves who own such armor make deadly enemies for runners foolish enough to cross them. They have no compunction about traveling across the ocean to hunt their prey.

NON-OFFENSIVE ITEMS

Non-offensive equipment such as vision enhancers, communication systems, and the like, can be bought legally in the Tir, but the ruling Danaan elves tend to own the shops that sell them. They can always find a way to identify anyone who makes a purchase, so runners may prefer to acquire such goods through other means.

Surveillance equipment must be licensed before purchase. To obtain a permit, the prospective buyer must come up with a plausible reason for needing it as well as complete identification.

Unusual items such as survival gear and so on also require a permit to purchase. Because so few private individuals purchase such equipment, trying to do so through one of the few stores that sell such things attracts considerable attention. Licenses and permits are available from the Ministry of the Interior, whose personnel have no compunction about digging deep into the prospective purchaser's background.

CYBERWARE

Disinclined to use standard cyberware because of their belief that it drains sacred Essence, the Danaan elves have developed cutting-edge organic equivalents to cyberware implants. The most important breakthrough, boosted muscles, act exactly like standard muscle replacements. Instead of replacing existing musculature, boosted muscles use viral RNA carriers to modify DNA/RNA messenger systems and thereby alter the generation and replacement of muscle cells and fibers. Essence loss for such organic treatments is 50 percent of that for the standard-cyberware equivalent. Such sophisticated organic cyberware can only be bought at beta clinics, where few runners can afford to shop. The

bioware must be fashioned for the individual user, using a full genetic analysis and preliminary exploration of *in vitro* cell cultures to optimize the effects. These procedures take time and money. *Lots* of money. Boosted muscles cost triple the usual shadowclinic costs for standard muscle replacements.

Non-offensive cyberware requires a license, and can be implanted only at state hospitals. Private cyberware clinics are illegal. A few street docs exist, but finding them can be as tough as finding a contact for weapons. Many of them have subpar skills and equipment. Given the low demand and the overwhelming risks, shadowclinics outside the state system simply do not exist in the Tír.

Offensive cyberware must also be licensed, and only a handful of individuals in the Tír have obtained the proper permits. Only state hospitals may implant such cyberware; out of all the hospitals in the Tír, only the University Medical Centers at Dublin and Belfast specialize in such operations.

CYBERDECKS AND PROGRAMS

Like cyberware, cyberdecks must also be licensed by the Ministry of the Interior. Except for a few well-connected Tír citizens, private individuals find it almost impossible to get a license for anything except the cheapest and simplest models. Only corporate interests can acquire any deck more powerful.

Cyberdecks bought on the street cost a staggering amount: (20 + 2D6) x 100 percent of prices given in **SRII** and previous sourcebooks. Given such exorbitant costs, a smuggler bringing anything better than a Fuchi-5 into the country risks getting burned before he can sell it; therefore, purchasers of higher-quality decks must shell out a hefty downpayment in advance. Not surprisingly, quite a few of such downpayments disappear with the "merchant" who took the order.

Combat software is illegal in the Tír, though nasty IC lies thick on the ground in corporate computer systems. Masking programs are rarely licensed for personal use, but the holder of a licensed cyberdeck can obtain defense and sensor utilities with no trouble. Though black IC is technically illegal, the government allows "sensitive" commercial and informational systems to use it as protection against snooping.

TÍR MATRIX

Though not the most technologically advanced system, the Tír na nÓg matrix is among the most treacherous to navigate. The system's relatively small size makes it economical to use customized hardware in addition to the customized software found in the systems of most other nations. Also, every Tír subsystem has a certain amount of sculpting. The terrain of the Tír matrix maintains the computer-generated feel of a non-sculpted system, but with higher resolution and the custom-made images listed below for its nodes.

Node Type	Description
Central Processing Unit	Castle, temple, or other place of power
Dataline Junction	Crossroads, intersection
Dataline	Ancient road, stream, corridor, path
Datastore	Library or other storehouse of knowledge, cairn, dolmen, sacred grove, fish-filled lake
I/O Port	Object or place symbolically appropriate to the function of the I/O port
Slave Node	Object or place symbolically appropriate to the function of the Slave Node
Sub-processor Unit	Mill, foundry, or other place of work
System Access Node	Ancient arch, space between two free-standing pillars, or other form of doorway

Whether depicted as interior or exterior, all Tír systems use heavily symbolic, mythic imagery. Not only must the decker pay attention to the node the icon represents, but also to the symbolic meaning of each icon. Deckers unable to understand Tír symbology will find it more difficult to interact with Tír systems. A decker in a Tír adventure may have Tír Symbolism as a special skill. Without this special skill, a decker must add a +4 modifier to the target number for all matrix activity directly related to a Tír system or node. Characters with the Tír Symbolism specialization reduce that modifier by 1 for every point they have in that skill. At the gamemaster's discretion, characters with similar or related special skills that might allow them to make educated guesses may reduce the +4 modifier to the target number by 1 for every 2 points they have in the appropriate skill.

Because Tír systems are not true sculpted systems, the normal Reaction modifiers for sculpted systems do not apply. For more on sculpted systems, see pp. 51–52 of the **Virtual Realities** sourcebook.

GOVERNMENT SYSTEMS

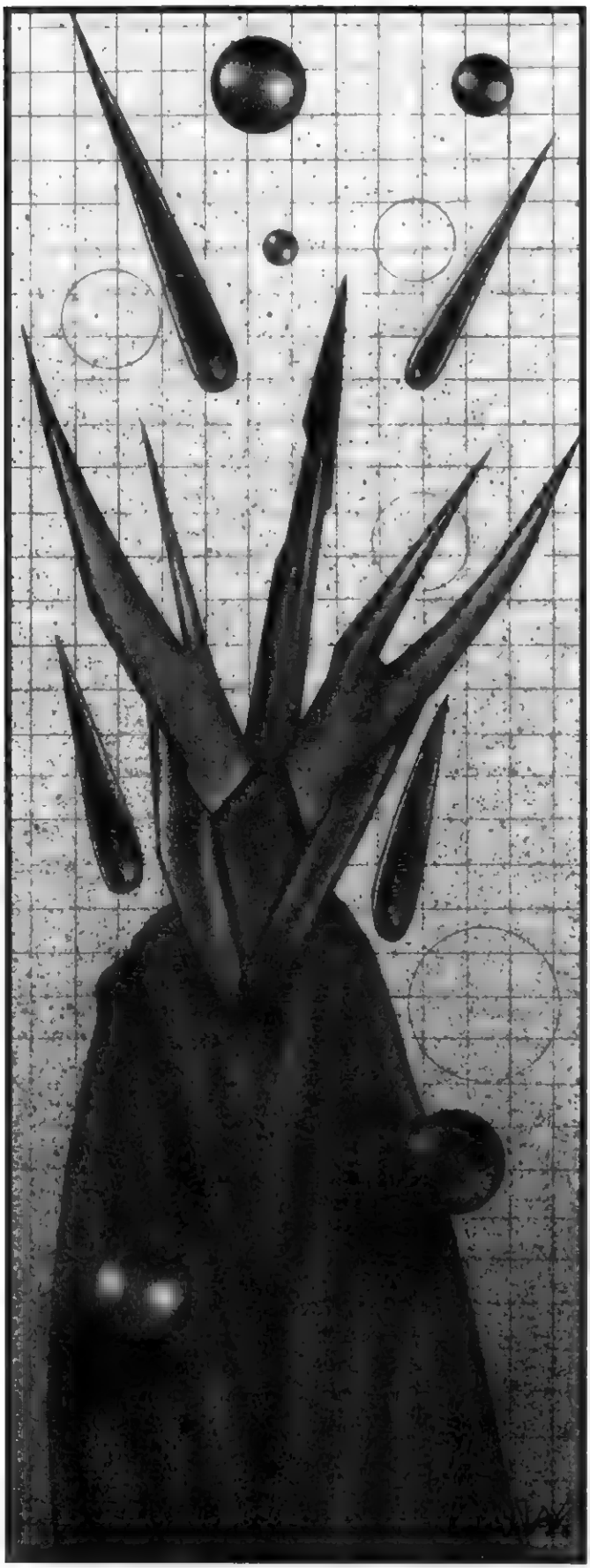
Various systems used by the Tír government have the following security codes: Social Benefits Registry, Red-4; Interior Affairs Registry, Red-5; Environmental Regulation Registry, Red-7 (reaching up to Red-9 for prognostic programs), and TRC systems, Red-9.

SOFTWARE SIMULATIONS SYSTEMS

For groups using the rules given in **Virtual Realities**, the gamemaster may wish to apply any or all of the following modifications to those rules in dealing with systems created by the Software Simulations Éireann-Tír corporation (SSET).

Multiple Imaging

Any IC construct appears along with 1–3 identical images of itself. To determine the number of duplicates, roll 1D6. Divide the



result in half and round fractions up. Add a +1 modifier to all target numbers for tests made to evade or defeat such multi-imaged IC. If he wishes, a player character may run an Analyze program in the node, requiring a Complex Action (see p. 176, **SRII**). If the decker's test is successful, the Analyze program eliminates the multiple images.

Reality Filters

Designed to defeat reality filters, SSET system access nodes use ghostly, ethereal imagery and black IC to inspire terror in the hapless, intruding decker. For a player character using a reality filter against an SSET system, make an opposed test between the sculpted system and the deck's Evasion Rating as described on p. 52 of **Virtual Realities**, adding 1 extra die to the dice rolled for the system (a number of dice equivalent to its System Rating).

Expert IC

For detailed game mechanics pertaining to expert IC, see p. 22 of **Virtual Realities**. SSET systems use plenty of it, so feel free to stuff the system with it. Give that decker a really bad time.

IC Constructs

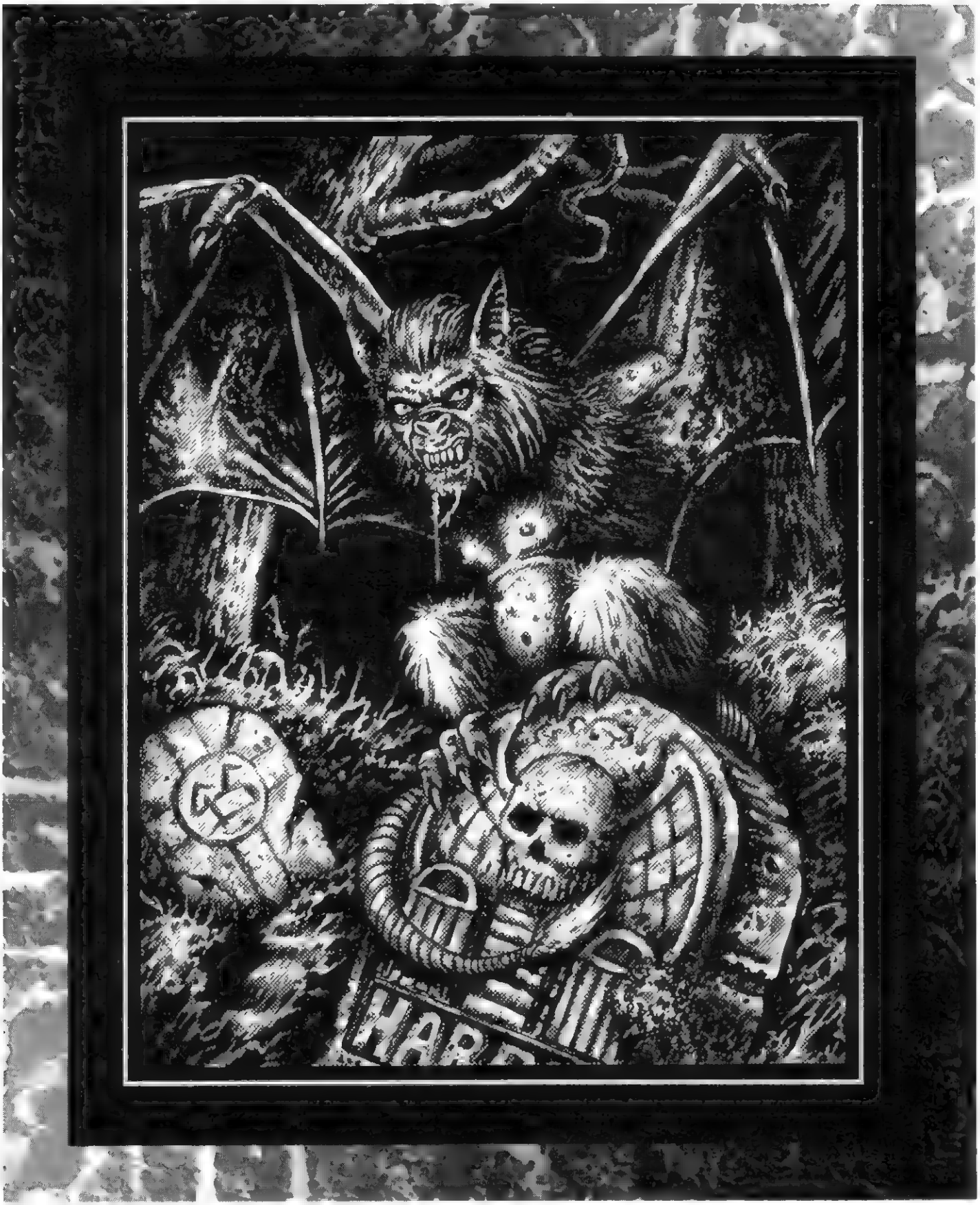
SSET specializes in IC constructs built from multiple pieces of IC. When a player character faces an attack from a construct, rather than giving the construct a rating based on its lowest-rated component per the rules goven on p. 22 of **Virtual Realities**, use the average of the ratings of all component pieces. To give the player a break, round fractions smaller than one-half down. If he wishes, however, the gamemaster may choose to round all fractions up.

IC Allocation

As noted on p. 23 of **Virtual Realities**, black IC allocation bears no relation to the CPU System Rating. System priorities and gamemaster whim allows the gamemaster to make SSET IC blacker than the ace of spades in a coal mine on a moonless night. Go to it, chummers.

Hostile Deckers

Hostile deckers are active in SSET systems in inverse relation to the system's black IC. SSET deckers like to experiment and they prefer to move fast without constantly checking out false alarms. Black IC slows everything else down, so a decker-heavy system tends to have less of it. Keep in mind, however, that each hostile decker has a smart frame that jacks him out and boosts the system's black IC at the first sign of trouble from a runner. Top-notch SSET deckers use Fairlight decks; less talented individuals use souped-up Fuchi Cyber-6 equivalents. For cyberdeck statistics, see p. 173, **SRII**.



PARANIMALS

Tír na nÓg shares many paranormal animals with Europe, described in the **Paranormal Animals of Europe** sourcebook. For gamemasters who do not have a copy of **Paranormal Animals of Europe**, the following pages contain brief notes on critters previously described in **SRII** and **Paranormal Animals of North America** that can be modified for use in a Tír setting. The text includes general notes on each critter and gives specific locations and other details where applicable.

For **Shadowrun** critters not indigenous to the Tír, the gamemaster may still work them into his adventure if he comes up with a plausible explanation. For example, some Tír elves have imported paranormal creatures, such as the phoenix, as part of species-protection programs or for purposes of their own.

Many elves use nagas as guardian-companions. However, if the gamemaster wants to use a magical critter that the elves would not plausibly import, such as a wendigo, then the gamemaster may find it quite a challenge to explain how it got into the Tír.

AWAKENED CREATURES

The critters listed below appear in **SRII** and **Paranormal Animals of North America**. Notes for each include specific locations each critter inhabits in Tír na nÓg.

BANDIT

An Awakened form of the marbled polecat *vormela peracusa*, similar to the North American bandit, lives in the Tír's wooded, hilly regions.

BEAN SIDHE

The Tír government's bounty of £50,000 for destruction of these malign beings, coupled with determined searching by hermetic mages with spirit aid, has virtually extinguished banshees within Tír na nÓg. However, rumors place one or two still living on the western isles off Connaught, and a few elven families may protect a banshee within their ranks.

BARGHEST

Parazoologists cannot agree whether or not the Tír's "black hounds" of fairy tales are true barghests. Though reports of such beasts are frequent, none precisely fit the barghest's description.

BIRDMAN

The birdman is common in rural regions of the Tír.

BLOOD KITE

Observers have reported flocks of blood kites in the mountains and hills of Ulster and Munster.

BOGIE

Creatures similar to the bogie are reasonably common in rural areas, but reports and tall tales concerning them far exceed their actual numbers.

BOMBARDIER

The Tír has an indigenous variant derived from the native red squirrel *sciurus vulgaris*, but not one derived from the gray squirrel that invaded the Tír from foreign parts. Parazoologists have yet to determine why Awakening occurred with an indigenous species but not a foreign one.

CENTURY FERRET

Once common, this species has been wiped out by the aggressive bulldog stoat (see p. 22, **Paranormal Animals of Europe**).

COCKATRICE

A handful exist in the Tír's isolated western and southern forests.

CORPSELIGHT

Corpselights frequent marshy and boggy terrain, especially the Tír's numerous peat bogs.

DEVIL RAT

Though increasingly common in the Tír's northern cities and towns, devil rats rarely appear elsewhere.

DRACOFORMS

No reports of dracoforms surfaced in the Tír during the Awakening, and the country appears to have no indigenous dragons. This distinction makes Tír na nÓg unique among the nations of the Sixth World.

DZOO-NOO-QUA

This creature may or may not exist in the Tír. Easily confused with the European fomorian (see p. 46, **Paranormal Animals of Europe**), the dzoo-noo-qua cannot be identified with certainty.

ELEMENTAL

All kinds of elementals are common throughout the Tír.

FIDEAL

This rare menace spends warm summers in the Tír's southernmost waters.

FIREBIRD

Like the phoenix, the firebird is not indigenous to the Tír. However, some may have been imported by elves as part of a species protection program.

GABRIEL HOUND

The gabriel hound favors the fringes of the Tír's poorer towns and cities, especially in Ulster and the southwestern Tír.

GARGOYLE

One or two reports have been received of this creature, but no one has verified them.

GHOST

Ghosts reportedly exist in various castles, other historic buildings, and ruins. The Tír elves regard them as cursed beings, not part of the Wheel of Spirits. Believing them human rather than elven departed, the elves have little interest in them.

GHOUL

Infrequent reports of small groups of ghouls come from various rural areas. So far, the Tír has suffered no widespread infestation.

GLOAMING OWL

The gloaming owl frequently appears in wooded areas. Some reports suggest that in addition to its usual powers, the Tír subspecies has the power of illusion; however, spontaneous illusory effects are a common feature of its woodland habitat. Parazoologists have reached no conclusion on the issue.

GREATER UNICORN

Though the common unicorn exists across the Tír, no one has reported sighting the greater version. However, the Tír elves may have suppressed this information to keep it from unicorn hunters.

HARPY

A few small groups exist in isolated forests.

HELL HOUND

Hell hounds frequent isolated, rural areas, patchily distributed in small packs.

INCUBUS

Periodic reports of incubus activity filter in from many Tír cities. The government has placed a £20,000 bounty on these creatures.

KRAKEN

Kraken have occasionally been sighted off the Tír's Atlantic coast, but only in deep waters where Tír vessels do not travel.

LESHY

Common in the Tír, leshy enjoy protected status. The ruling Tír elves regard them as a form of nature spirit. Leshy often work with elves to protect rural environments; they have their own territories in several parts of the Tír.

LESSER ROC

During spring, lesser rocs congregate on the Tír's western coastline and in western Munster. Some migrate along the Tír coast and stay within the country year-round, but most winter in other European lands or across the Atlantic.

LEVIATHAN

Most leviathans appear off the western coast, and occasionally northwest toward Icelandic waters.

LOUP-GAROU

The TRC and other military personnel have apparently succeeded in eliminating this creature from the Tír.

MAN-OF-THE-WOODS

If this personification of Nature exists at all in the Tír, it has a different name and aspect. Tír elves regard this being as no more than a simple and uninteresting free spirit.

MEGALODON

This creature lives in the deepest waters of the Atlantic; sightings are extremely rare.

MERMAID

A few mermaid sightings have been reported off the Tír's western coast.

MERROW

Aside from scattered, unverifiable reports, these creatures are virtually unknown in the Tír.

MUNCHKIN

Common in Tír na nÓg, the elves regard munchkins half as companions and half as pets. Tír munchkins never attack elves, and often warn of intruders in protected, secluded woodland reserves and similar habitats.

NAGA

Followers of the Druid and *Righ* Paths have imported naga into the Tír. Powerful hermetic magicians often make companions and guardians of them, relying on the naga to protect them during ritual sorcery, enchanting, and similar operations. Many elven hermetic magicians regard nagas as sentient, often going to considerable lengths to comfortably house and feed their reptilian friends. Because many humans still retain a superstitious dread of reptiles in the Tír, believing that St. Patrick's famous banishing of snakes from Ireland created a religious taboo against them, elves often conceal the presence of naga in their homes.

NATURE SPIRIT

Nature spirits are common in all parts of the Tír, except for the worst of Ulster's combat zones.

NEW BOAR

Allegedly introduced into a handful of private estates for hunting, a small group of new boars is believed to have escaped an estate in County Meath and may be successfully breeding in the wild. New boars can cause considerable ecological damage, so the Tír government will more than likely take action to wipe out these freedom-loving critters before long.

NOMAD

Found across the Tír, the nomad appears to prey on every species of metahumanity except magically active elves.

PHOENIX

Though not indigenous to the Tír, the government has imported a few as part of a species protection program.

SALAMANDER

Repeated rumors allege that the Order of Brigid uses salamanders in its sacred rituals, but the rumors remain unconfirmed. These strange and elusive creatures do exist in the Tír, and some elves believe them related to the Great Spirits of the Fiery Firmament.

SASQUATCH

Not indigenous to the Tír, few sasquatches enter it. Regarding them as worthless, elves dislike sasquatches, and few elves even consider the possibility of sasquatch sentience. Bards, especially, consider musically inclined sasquatches as mere animals who mimic and therefore degrade true artistry.

SEA DRAKE

Sea drakes, sea serpents, and freshwater serpents exist throughout the Tír's coastal waters, lochs, and rivers. Reclusive creatures, they avoid contact with metahumanity. They also appear prone to longer periods of inactivity than similar species in other countries with comparable climates, such as Scotland. Parazoologists still do not know why this is so.

SHADOWHOUND

The shadowhound is a common pest in Connaught, snatching livestock from farmers. Rural folk frequently hunt the creatures.

SHAPESHIFTER

Rare in the Tír, shapeshifters take only the forms of Irish druidic totems. Some so-called "human" druids may in fact be shapeshifters.

STONEBINDER

The Tír has its own version of this creature, virtually identical to the North American creature and derived from the European pipistrelle bat (*pipistrellus pipistrellus*). The stonebinder lives in the Tír's many coastal cave systems, ruins, and dark, thick forests.

STORMCROW

The stormcrow is extremely territorial, attacking any creature that intrudes too close to its rookeries. Farmers who use antiquated shotguns and similar armaments to shoot these crows often refer to the weapons as "stormcrow guns."

TALIS CAT

Fiercely competitive with the more numerous blackberry cats (see p. 18, **Paranormal Animals of Europe**), talis cats are rare in the Tír.

TOXIC SPIRITS

Elves of the Tír will take any steps necessary to stamp out all toxic activity or beings. This vigilance, coupled with the Tír's relative lack of polluted areas, makes toxic spirits extremely rare.

UNICORN

Unicorns live in the forests of the western Tír, where both elven and non-elven druids guard and protect them. Because druids use unicorn horns for certain rituals after the creature has died from natural causes, hunters occasionally try to kill unicorns in the mistaken belief that they can sell the horns to druid customers. Druids go to considerable lengths to strike back at a unicorn-killer, preferring to use ritual sorcery to retaliate.

UNICORN FISH

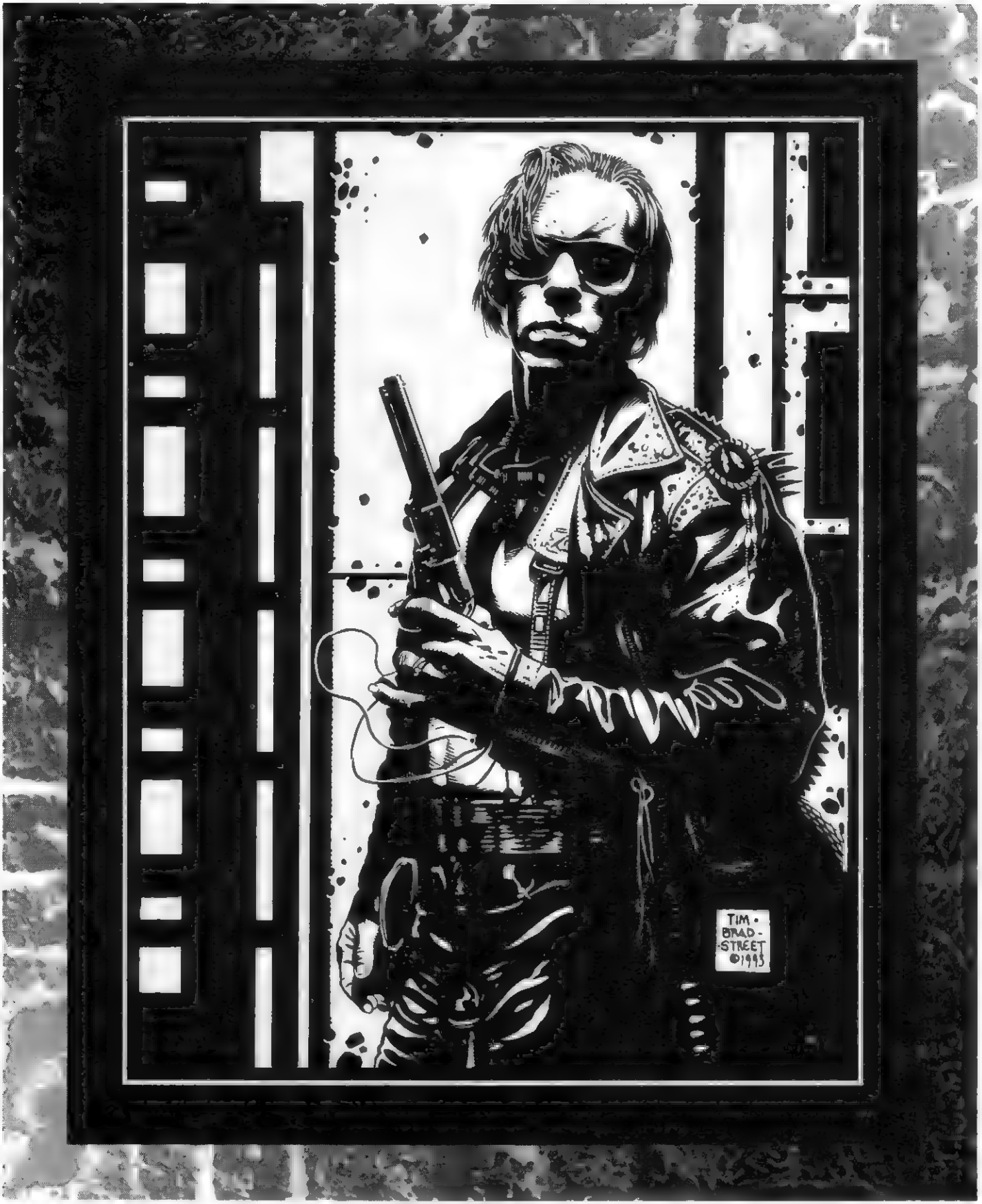
The unicorn fish has been sighted on occasion along the Tír's Atlantic seaboard.

VAMPIRE

A few may exist, but the lack of vampire legends testifies to their small number in the Tír. Among native carriers of the HMHVV virus, the bean sidhe has been far more prevalent.

WOODWOSE

None have been reported in the Tír to date, an odd circumstance given the prevalence of the similar munchkin species.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STREET SLANG

Understanding Irish street language poses quite a challenge for the foreigner, who often finds it difficult to avoid misunderstandings. This section gives the flavor of colloquial Irish language, explaining both slang terms and different uses of conventional language specific to the Tír.

FOREIGN SLANG

Irish street language borrows heavily from Anglo-American usage, but puts a typically confusing Irish spin on many of the words. For example, most North American slang terms used by the Irish differ from the expressions familiar to Americans. As well as being years behind the times, Irish usage frequently reverses the meaning of many slang terms. Foreigners should watch for three notable differences in particular: whizz, drek, and pixie.

Whizz, a term of derision, sounds exactly like the American word "wiz," used to express approval. Among the denizens of Tír na nÓg, "Gee, that's the whizz" or "ultra whizz!" means "that's junk." The word "drek" usually means rubbish, just as it does in North America. However, in certain contexts and with a certain pronunciation, it can mean the opposite. If in doubt, ask. Better to look ignorant than insult the wrong people by accident. The term "pixie" means "elf," but also refers to any aspect of Tír society under government influence or control ("Keep away, it's real pixie down there").

The Irish also borrow plenty of slang from the UK, often changing the meaning slightly from standard UK usage. The most common UK borrowings are listed below. Words marked with an asterisk are street slang only; others may turn up in any conversation.

Ace, acing adj. Rubbish.*
Aggro n. Trouble (especially violence).
Baldrick n. Ork (derogatory).
Banging n. Superb.
(The) box n. Trideo screen.
Demi-tech n. Cannibalized technology.*
Dodgy adj. Risky, unsafe, borderline illegal.

Gonk (out) v. Sleep.
Open adj. Crawling with Garda, generally unsafe.*
Plazzy n. Useless (derogatory).*
Rak, rakkie n. Jerk, suburbanite (derogatory).*
Rak off v. Go away (derogatory); also **rakking** adj. Useless.*
Rub v. To have sex with; also **rubbing** adj. and **rub off/out**.
Sandal n. Non-elven druid, sometimes elven druid (derogatory).
Sep n. American.
Slamming adj. Fast, good.
Splash v. To blow up, hit, strike at a target (especially in the case of terrorist action).
Steamed, steaming adj. Drunk.
Trancer n. Substance addict.*

NATIVE SLANG

The following list includes the most common Irish slang terms. Usage varies from place to place; some words may turn up more often in some provinces than in others, or they may be street terms in some areas, but more widely used in other provinces. Irish slang has few openly derogatory or abusive words; the Irish tend to borrow these from Anglo-American slang.

Assay An expression to call attention, equivalent to "Hello."
Auld Flutter Guts n. Fussy person, reader of small print, stickler for details.
Away and shite! Expression meaning, "You're talking nonsense."
Ballyhooley n. A reprimand or telling-off.
Bap n. Head; also a soft, white roll.
Bj Abbreviation of "bejasus," an oath generally used for emphasis.
Blow-in n. Foreigner, outsider.
Boggin' adj. Polluted.
Boke v. Vomit, usually from excessive drink. ("After his jar, he boked all over the carpet.")
Caution n. A devil-may-care type, wild and unpredictable. ("He's a right caution, yer man.")
Chawing the rag v. Arguing.
Chick n. Child. (American visitors should be especially wary of this word.)
Clever n. Neat, appropriate. ("You've a clever coat there and no mistaking," means "Your coat fits you well.")
Coggley adj. Uncertain, unsteady.
Crack n. Fun, lively chat, enjoyment.
Craw thumper n. Hypocrite, religious zealot.
Deed adj. Dead.
Dingle n. Dent, mark. ("He made a right dingle with yer man.")
Dj n. Originally an abbreviation of District Judge, the term now means any judge or anyone connected with the legislature; in some areas, any government clerical-level employee.
Doley little fella n. Nice person (affectionate).
Eegit/eejit n. Fool.
Fairly adj. Excellent. ("That wee lad can fairly sing.")
Feed n. Meal.
Fern adj. Foreign.
(In) Fiddler's green In big trouble.
Fierce adj. Unacceptable, extreme. ("That's fierce expensive, to be sure.")
Fog Feed n. Lavish meal.
Foostering (about) v. Wasting one's time.
Ganting v. Yawning. ("I was ganting all through that meeting.")
Geg/neg n. Person. ("He's a right quare geg, and no mistaking.")
Glar n. Sticky substance, especially mud; also **yer in the glar now**, meaning "you're in real trouble."
Gleed n. Infinitesimal thing. ("He hasn't a gleed in the world.")
Gorb n. Greedy person, specifically a glutton. ("See her, she stuffs herself like the gorb she is.")
Guff n. Impertinence, chutzpah.
Jar n. One or more drinks.
Lashins n. Plenty.
Mended adj. Improved in health after sickness or accident.
Mizzlin' v. Drizzling.
Mullarkey n. Person.
Nettle v. To infuriate or exasperate.
Not the full shillin' adj. Half-witted (derogatory).
Oul/auld adj. Old; also used to describe something useful. ("Here's my auld car.")
Owlip n. Backtalk, verbal abuse. ("Don't you go giving me any of that owlip, you eegit.")
Paraletic adj. Very, very drunk.
Plamas n. Sweet words (romantic and/or poetic connotations).
Poless n. Police; specifically the Garda.
Put the caibosh on it v. Mess it up.
Quare adj. Strange, unusual, memorable.
Qurrier/cowboy n. Rogue, scoundrel.
Rare turn n. Strange, peculiar, memorable person; same usage as "quare geg."
Rightly adj. Prospering. ("He's doing rightly with that business of his.") It can also mean recovering from illness; also **rightly on**, meaning old.
Right one n. Foolish person. ("We've got a right one here.") This usage has many variants, all meaning "ridiculous:" "a right quilt," "a right gulpin," or "a right skitter," and so on.
Scalded adj. Ripped off, angry.
Skedaddle v. Run away.
Skiff n. Light rain shower.
Slainte: Common drinking toast.
Soft adj. Rainy. ("It's a grand soft day.")
Spalpeen n. Agricultural worker.
Spucketing v. Raining heavily. ("It's fair spucketing this mornin'.")
Terrible adj. Unacceptable, extreme.
That'll learn you Equivalent to "that'll teach you."
Themins n. Those people.
Thundergub n. Loud-voiced or indiscreet person.
Wain n. Child.
Wee adj. Small; also with. ("Did I see you wee that pixie?")
Yer man n. Person. Also **yer man there.**
You could trot a mouse on it: Describes any strong drink, especially tea and coffee.

In addition to actual slang terms, the Irish also love to abbreviate and condense words. The following are just a few examples:
Amferaff "I'm fair off," meaning "I'm leaving."

Bror n. Brother.
Fernuf Fair enough.
Hafta Have to.
Mant/Muncle n. My aunt/my uncle. Said relative's proper name is also abbreviated, if possible; "My Aunt Annie" becomes "mantanny."
Orrday n. The other day.
Stry adj. It is dry. ("We can go out now, stry.")
Terbil adj. Terrible.
Whattle "What will," as in "Whattle I do now?"
Wyer adv. Whether.
Yilhafta You will have to.

OTHER LINGUISTIC ODDITIES

In addition to hundreds of proverbial expressions and their regional variations, Irish people use a bewildering variety of bizarre phrases, spoonerisms, and malapropisms in everyday speech. The poor outsider finds it hard to know whether odd phrases are intended or not, and their exact meaning tends to escape him. The language-loving Irish find this great fun, but care less about being literally understood than about conveying something of their meaning along with friendliness. The foreigner should keep in mind that if he does not understand something, most Irish speakers will not care much. For the further edification of foreign visitors, a few weird and wonderful Irish terms appear below.

See Me?

Irish people often use this expression to begin a sentence, as in "See me? I was real steamin' after that jug last night," or "See me? I feel like a tossed bed." However, using "See him?" or "See her?" at the beginning of a sentence implies a derogatory statement to follow ("See him? You wouldn't have him on the behind of your britches," or "See her? I've told that wee girl a thousand times not to exaggerate!")

Funny Enough

Equivalent to the North American expression "Get this," this term precedes the telling of an odd, unexpected, or inappropriate coincidence or happening as in "Funny enough, he died the same day as his wife," or "Funny enough, the bride's father got putrid at the reception."

On

This simple, two-letter word means any number of different things. To offer a small sampling, "That's really on!" is a street term meaning "fashionable." "Have you the time on you?" can mean "What time is it?" or "Are you available for work?" depending on the situation. "I'm not on with you" means "We don't agree," "This doesn't work," "I don't understand what you're saying," and a host of other, similar expressions. A favorite misunderstood expression is "Come round and see us if you have nothing on." *Not* an invitation to group sex, it simply means "come and see us if you have some free time."

"On" can also take the place of the prefix "un," as in "he's right onbusinesslike."

ELLIPTICAL THINKING

The Irish have a gift for thinking sideways, and Irish thought often conveys itself in bewildering language. The following phrases, with a translation into normal English where possible, provide a few choice examples.

"If yer cat had been a dog, it woulda been a dead duck." ("How fortunate that your cat avoided being run over by that Westwind; if it had been as large as a dog, the car would have struck and killed it.")

"When I get rid of my head, I'll be round to see you." ("When my headache gets better, I'll call on you.")

"Would you have a pair of girl's shoes to fit a woman?" ("I have small feet; can I get them into a child's shoe size, which are cheaper because of government subsidies?")

"He's got a mouth like a butcher's cupboard, you can't shut it for bones."

"I've got relatives in. Last night I couldn't sleep a wink for the toilet chiming the hour every five minutes."

Translation Guide

In addition to slang and other peculiarly Irish expressions, some proper words have distinctly different meanings in Irish and North American usage. As with a certain amount of slang, the Irish borrow the meanings of these words from British usage. Following is a quick checklist of the most important differences, which regularly confuse the unwary.

Irish	American
Pavement	Sidewalk
Van	Pickup
Car	Automobile
Motorway	Expressway, freeway
Number plate	License plate
Windscreen	Windshield
Bonnet	Automobile hood
Boot	Automobile trunk
Petrol	Gasoline
Trousers, britches	Pants
Knickerbockers	Knickers
Knickers	Underpants
Suspender belt	Garter belt
Vest	Undershirt
Waistcoat	Vest
Rubber	Eraser
Marrow	Squash
Squash	Fruit-flavoured drink (vile)
Chips	Fries
Crisps	Potato chips
Ground floor	First floor
First floor, and so on	Second floor, and so on
Behind	In back of
Biscuits	Cookies
Chemist	Druggist, pharmacist
Tap	Faucet

Tír na nÓg

•Province & Counties•

CAIRN SITES - - - The Great Cairn Line
CAIRN SITES
Court cairns - highest density areas
Portal tombs - highest density area
Wedge tombs - highest density areas
Passage tombs - highest density areas
Established manifestations of the Doineann Draoidheil
#1
#2
#3
#4
#5
#6
#7
N
W
E
S
• Noted Sites •
#1 Knocknearea
#2 Keshcoran
#3 Carnfree/Rathcrogan
#4 Loughcrew
#5 Newgrange
#6 Motte Stone
#7 Browne's Hill Dolmen
•The Magical Tir •

The Great Families of Ireland
O'Doherty
MacSweeney
O'Cahan
MacDonnell
MacSweeney
O'DONNELL
O'NEILL
O'Neill Clanaboy
Earldom of Ulster
Maguire
MacGuinness
Barret
O'Dowd
O'Rourke
O'Connor
MacMahon
Burke
O'Hara
MacDonagh
O'Reilly
Plunket
O'Gara
MacDermot
O'Farrell
Preston
O'Malley
Costello
O'Connor Don
Barnewall
O'Flaherty
O'Kelly
St. Laurence
Bermingham
O'Madden
O'Connor
Earldom of Kildare
Blake
O'Molloy
Burke
O'Dunn
O'Toole
O'More
Fitzgerald
O'Byrne
O'Carroll
O'Brien
MacNamara
O'Kennedy
Butler of Ormond
MacMurrogh
Fitzgerald
Burke
Fitzmaurice
Earldom of Desmond
Roche
Power
MacCarthy Mor
Fitzgerald
O'Sullivan
Barry
O'Sullivan
McCarthy
O'Driscoll
N
W
E
S

MODERN ROADS
ANCIENT ROADS
1 Ant Slighe Mhór
2 Slighe Dhála
3 Slighe Assail
4 Slighe Mhidhuluachra
5 Slighe Chualann
ULSTER
Coleraine
Londonderry
Ballymena
Larne
Donegal
BELFAST
CONNAUGHT
Enniskillen
Monaghan
Sligo
Newry
Dudalk
Castlebar
Longford
Drogheda
MEATH
Athlone
DUBLIN
Galway
Port Laoise
MUNSTER
Limerick
Kilkenny
LEINSTER
Tralee
Wexford
Waterford
Killarney
Cork
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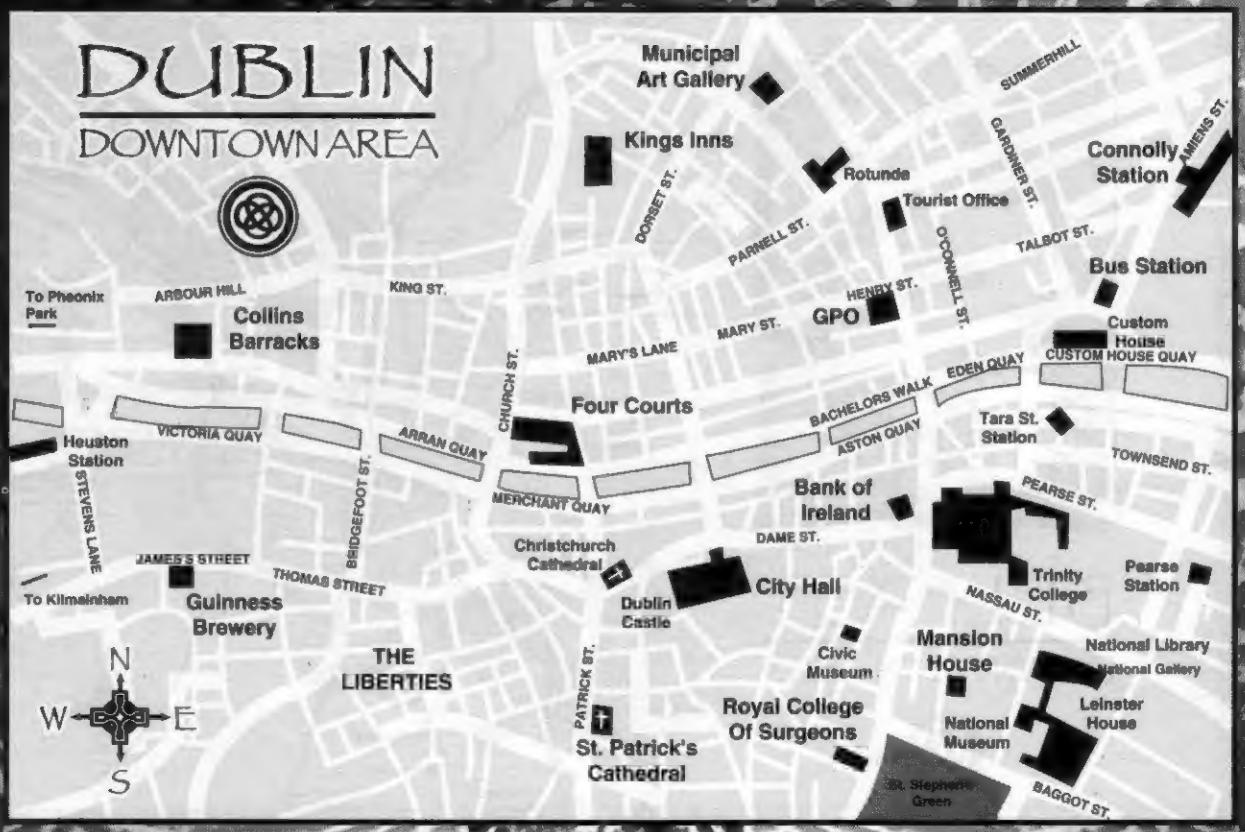
BELFAST
DOWNTOWN AREA
To Derry
To Larne
To Carrickfergus
Greenisland
To Liverpool
Jordanstown
Whiteabbey
Newtown Abbey
Belfast Lough
To Douglas (Isle of Man)
Glengormley
Transport Museum
Ulster Way
Whitehouse
Hollywood
To Bangor
GreenCastle
To Aldergrove Airport
Belfast Castle
BELFAST
Ulster Way Folk Museum
Fortwilliam
Belfast Harbour Airport
Ballysillan
Ballygomartin
Ardoyne
Shankill
Falls
City
Parliament House
Sydenham
Stormont
Dundonald
Ballymacarrett
To Newtownards
Ormeau
Botanic Gardens
Queen's University
Ulster Museum
Malone
Andersonstown
To Comber
Stranmillis
Balmoral
Finaghy
To Lisburn & Craigavon
To Enniskillen & Dublin
To Downpatrick & Newcastle
Ballyoseon
N
W
E
S
To Crumlin & Belfast International Airport
To Larne, Belfast Castle, Cave Hill & Zoo
To Carrickfergus, Larne, Derry & Belfast International Airport
To Cultra & Bangor
ARDOYNE
SPRINGMARTIN
SHANKILL
FALLS
BALLYMURPHY
TURF LODGE
ANDERSONSTOWN
FINAGHY
MALONE
CASTLEREAGH
BALLYMACARRETT
Belfast Harbour Airport
Isle of Man Ferry Terminal
(Passenger Entrance)
Victoria Park
(Summer Boating)
Transport Museum
York Road Rail Station
Belfast Cathedral
Tourist Information
Queen Elizabeth Bridge
Queen's Bridge
City Hall
Central Rail Station
Art Theatre
Botanic Rail Station
Queen's Film Theatre
Queen's University
Ulster Museum
Lyric Theatre
King's Bridge
Governor's Bridge
Queen's Elms Residences
Belfast Boat Club
Youth Hostel
King's Hall
To Crumlin
To Lisburn
To Derry & Dublin
•BELFAST•


DUBLIN
DOWNTOWN AREA
Municipal Art Gallery
Kings Inns
Rotunde
Tourist Office
Connolly Station
Bus Station
Custom House
GPO
Four Courts
Tara St. Station
Heuston Station
Bank of Ireland
Christchurch Cathedral
City Hall
Dublin Castle
Trinity College
Pearse Station
Guinness Brewery
THE LIBERTIES
Civic Museum
Mansion House
National Library
National Gallery
Leinster House
National Museum
Royal College Of Surgeons
St. Patrick's Cathedral
St. Stephen's Green
BAGGOT ST.
To Phoenix Park
Collins Barracks
To Kilmainham
N
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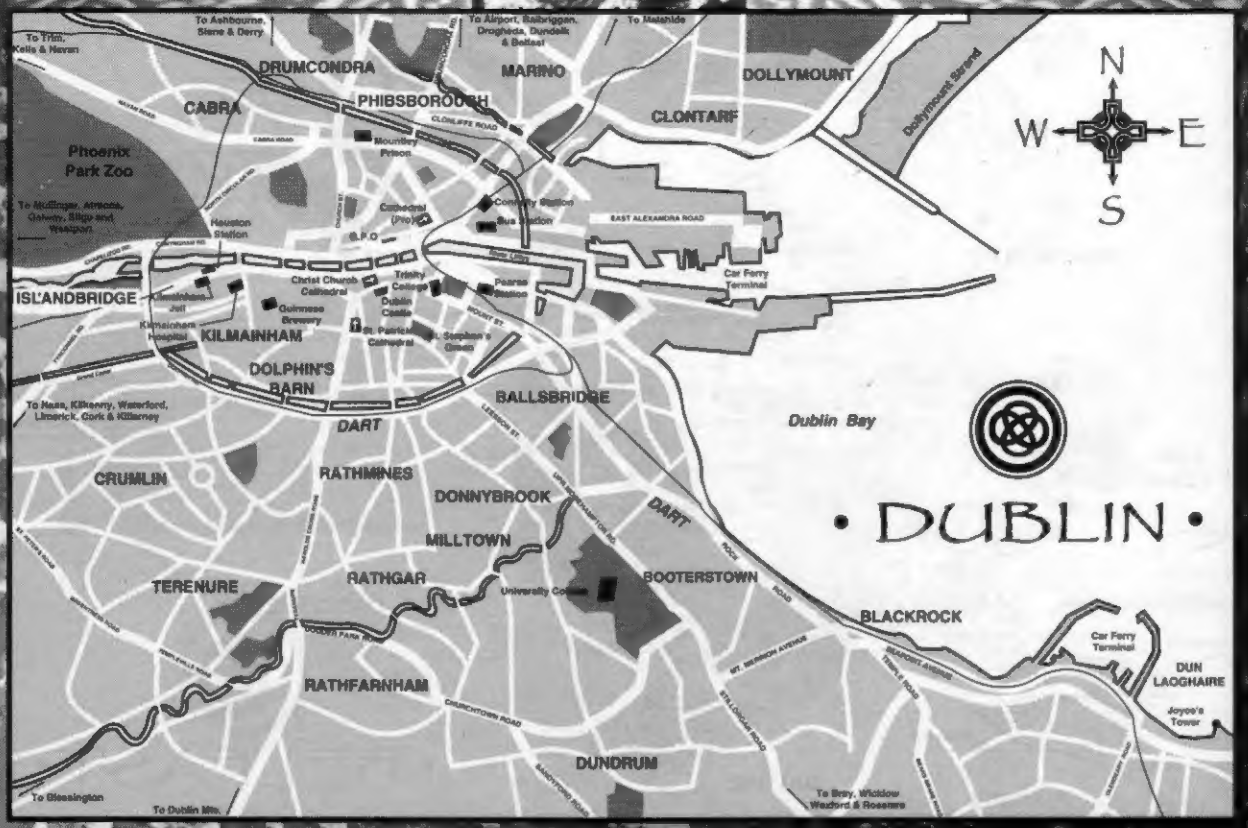
S


DRUMCONDRA
MARINO
DOLLYMOUNT
PHIBSBOROUGH
CABRA
CLONTARF
Phoenix Park Zoo
ISLANDBRIDGE
KILMAINHAM
DOLPHIN'S BARN
BALLSBRIDGE
DART
Dublin Bay
• DUBLIN •
CRUMLIN
RATHMINES
DONNYBROOK
MILLTOWN
TERENURE
RATHGAR
BOOTERSTOWN
BLACKROCK
DUN LAOGHAIRE
RATHFARNHAM
DUNDRUM
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S

Tír na nÓg™

The land of faery,
Where nobody gets old
and godly and grave,
Where nobody gets old
and crafty and wise...

—W.B. Yeats, The Land of Heart's Desire

Tír na nÓg, the Land of Youth. Long protected by a powerful Veil, the former nation of Ireland now stands revealed in its Awakened power. Who are its masters? Where did they come from? And what does its emergence hold for the world of 2054?

Tír na nÓg is a Shadowrun sourcebook that explores the emerging elven nation of Tír na nÓg. It is compatible with Shadowrun, Second Edition rules.

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